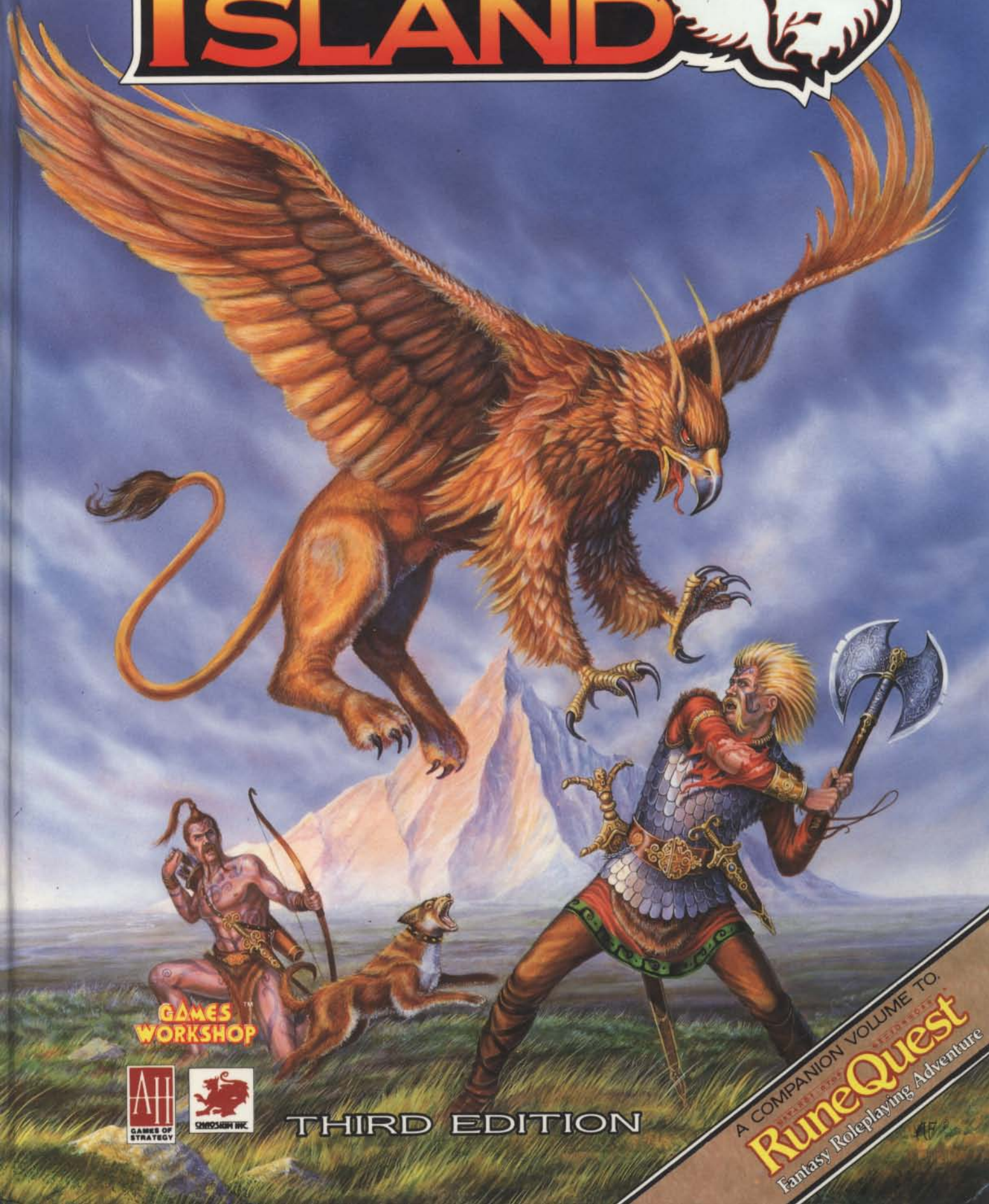


RuneQuest G X ~ I Q * GRIFFIN ISLAND



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THIRD EDITION

A COMPANION VOLUME TO:
RuneQuest
Fantasy Roleplaying Adventure

RuneQuest

Fantasy Roleplaying Adventure



Now in hardback book format - RuneQuest Fantasy Roleplaying Adventure - one of the world's most acclaimed roleplaying games.

Based on Chaosium's Basic Roleplaying System, Games Workshop presents an up-to-date version of this realistic, detailed and sophisticated game.

This is the game which brought the percentage-based skills systems to the forefront, allowing characters to develop unique patterns of skills and expertise. Each RuneQuest adventurer belongs to a definite culture, and learns the crafts, trades and skills of his forefathers. Each goes on to develop greater talents - including the riches of magic - as they explore an ancient world of dark adventure.

This book contains eight main sections:

Introduction - in which the basic rules of roleplaying are explained.

Creating an Adventurer - in which the system for creating the heroes you will play is detailed.

Game System - a guide to the rules for playing the game, which provide its sophisticated pattern of play.

Combat - the rules for handling combat man-to-man - or man-to-beast!

Skills - details of the varying skills and abilities each unique character may learn.

The World - rules for developing the realism of the world around you.

Creatures - varied and exciting creatures, with detailed descriptions and complete stats.

Magic - the three forms of magic that bring the fantastic into reality

Now in hardback book format, the companion volume to the acclaimed basic RuneQuest Fantasy Roleplaying Adventure rulebook.

With this, the second volume in Games Workshop's series of hardback volumes based on Avalon Hill's Third Edition RuneQuest, players of this original, realistic, detailed and sophisticated game system can take their gaming to new heights. Featured within are additional rules for character backgrounds, special combat situations, spellcasting careers, new spells, creating and running adventures, and sea-borne gaming. And, for starter GM's, a complete and ready-to-play adventure, *The Money Tree*.

RuneQuest is the game which brought percentage-based skills systems to the forefront, allowing characters to develop unique patterns of expertise. Lastingly popular over more than ten years, RuneQuest represents one of the pinnacles of gaming achievement.

This book contains twelve main sections:

Introduction - in which the links to the basic game are explained.

Creating an Adventurer - which details the different backgrounds which characters will have come from, and the effects upon their skills.

Combat - in which special combat situations are covered.

Skills - where the effects of the environment are explained.

Magic - an overview of the forms of magic.

Spirit Magic - including rules on becoming a tribal shaman, and including many new spells.

Divine Magic - which brings more spells, more deities and new careers for spellcasters.

Sorcery - a guide to the life of the sorcerer's apprentice, and still more new spells.

Ritual Magic - a whole new class of magic!

Gamemastering - more ideas for running your RuneQuest campaign.

Scenario Aids - tables for generating simple RuneQuest adventures.

The Money Tree - a ready-to-play scenario.

Advanced RuneQuest



GAMES WORKSHOP



THIRD EDITION

A COMPANION VOLUME TO
RuneQuest
FANTASY ROLEPLAYING ADVENTURE

Journey to the land where the sun rises on fantastic adventure! Armed with your two swords, your loyalty to your master, and your honour, you must face the perils of feudal Japan. Once you have entered the *Land of Ninja*, glory or honourable death must be your goals.

In this book you will find all you need to begin your adventures in the mystical Orient. Containing over 144 pages, packed with many evocative illustrations - many in full colour - the book provides all the information you need to convert *RuneQuest Fantasy Roleplaying Adventure* into a Japanese setting. You will find information about the adventuring background, and the necessary changes to the rules covering magic, combat (introducing rules for Japanese weapons and armour) and skills.

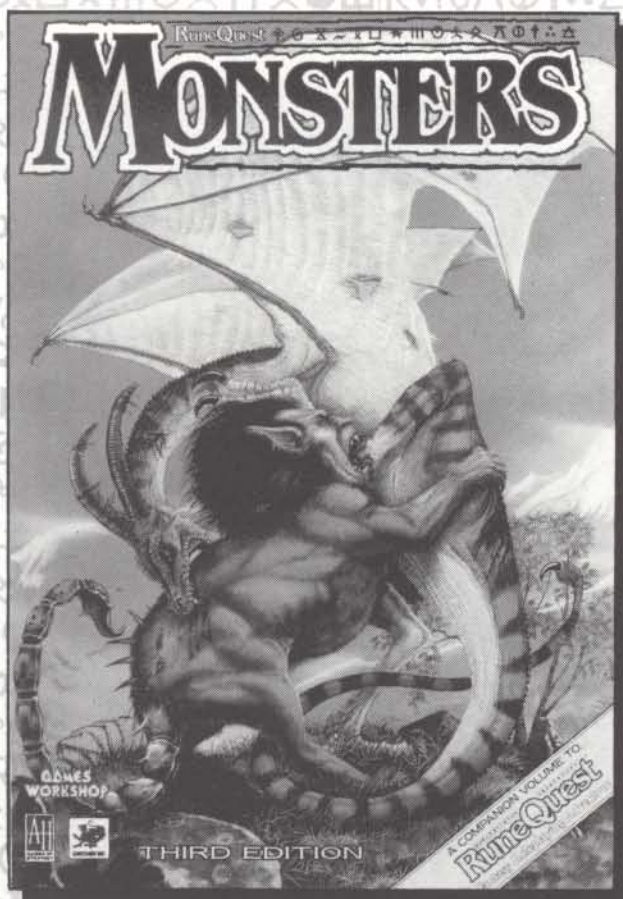
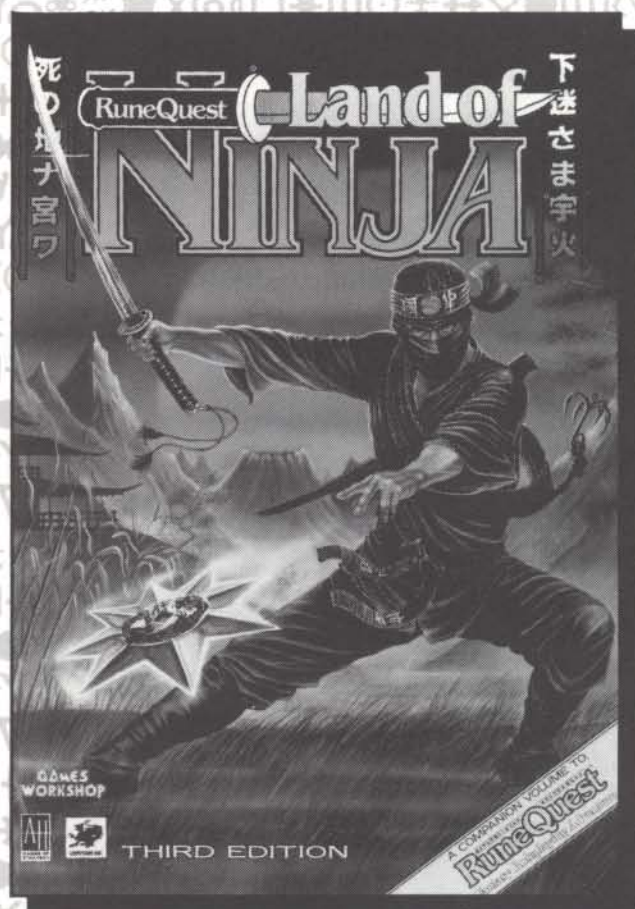
Two brand new ideas add flavour that makes *Land of Ninja* a unique setting. The 'Honour' system restricts the actions of the characters, so that they perform in true samurai spirit. The GM awards positive or negative HON points, and the score is used as a base for interaction with NPCs. Being recognised in a new town, asking for a favour from a lord, getting training from a renowned master - all these are subject to a successful HON roll.

With the Ki magic system, characters tap the inner power of the individual. It focuses on the belief that the most effective action is one performed in a single surge of force after much preparation. As characters start becoming exceptional with certain ordinary skills (getting them above the 90% mark), they develop parallel Ki skills. Characters can expend a magic point or a point of POW, perhaps perform a Ceremony, and then carry out amazing actions, such as throwing a string of shuriken or climbing sheer walls. These super skills allow a character to behave more like a movie version of a Japanese warrior than the ordinary game, so watch out!

The adventure shows exactly what roleplaying in Nihon is supposed to be about, with plenty of chances for ritual suicide when things go amiss.

Wear the two swords! Be at one with the universe!! Act honourably in all things!

Adventure in the Land of Ninja



95 creatures lie in wait in *RuneQuest Monsters*, the third in the series of Games Workshop's enormously popular edition of the *RuneQuest Fantasy Roleplaying Adventure* game. You will find friends and foes; humans and non-humans (and not-even-close-to-humans); creatures of lore and myth, and horrific creatures that could only exist in the world of *RuneQuest*.

Featuring over 120 illustrations, many in full colour, with almost every creature shown, *RuneQuest Monsters* has one other important innovation. Many of the creatures are presented not only as a set of rules for the generation of a specific monster, but with an example of the creature ready for play! There are 16 pages of human NPC's alone! Never before has a monster volume been so useful!

Featuring monsters from the Gloranthan mythos:
The Jack o' Bear, the Walktapus, and the malevolent Broo.

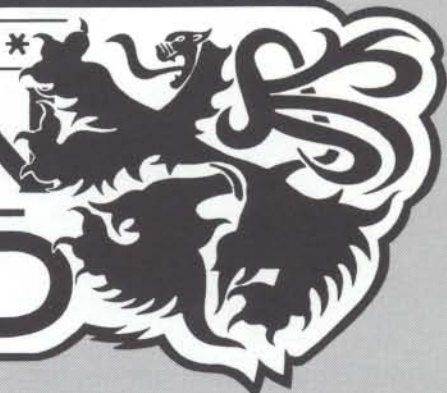
Creatures from Earth's oldest legends:
The Vampire, the Werewolf, and the Mummy.

Creatures from the deepest oceans:
The Whale, the Octopus, and the Shark.

Creatures that rule the land:
The Elephant, the Tiger, and the Python.

Creatures from a time before time:
The Brontosaurus, the Plesiosaur, and the Behemoth!

RuneQuest 6 X ~ I □ * GRIFFIN ISLAND



A Companion Volume to RuneQuest Fantasy Roleplay Adventure

Third Edition

RuneQuest Griffin Island

Adventure In The Wilderness

THIRD EDITION

5th Volume

AUTHORS

Rudy Kraft, Paul Jaquays, Greg Stafford,
Sandy Petersen





**A Companion Volume to
RuneQuest Fantasy Roleplay Adventure**

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A Chaosium Game

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PREFACE

RuneQuest Griffin Island is intended for use by gamemasters who wish to run a RuneQuest wilderness campaign. In order to maintain the mystery and adventure of this campaign, players should only be allowed to read the Players' Handouts. The information in these handouts is not completely repeated in the main body of the book, and so the gamesmaster should be familiar with the contents of these as well. The Players Handouts can be found at the back of this book. They have been perforated, so that the GM can remove them if desired. Permission is also granted for these pages to be photocopied for normal, personal gaming use.

Two new sections have been added to this edition. The chapters *Major Encounters* and *Transients* have been compiled from material that was in Griffin Mountain, and re-written by Jon Quaife.

Although every effort has been made to update Griffin Island in this new edition, players may still find references within this volume to different books in the Avalon Hill version. Where references are made to the "GameMaster's Book" or "Scenario Book", you should normally consult the chapter indicated in this book. References to the "RuneQuest rules" or to the "RuneQuest Players Book" or the "RuneQuest GameMaster's Book" should direct you to the relevant chapters of the *RuneQuest Fantasy Roleplay Adventure* rulebook and the *Advanced RuneQuest* rulebook. The simplest thing to do is to remember that this book builds on the original rules; if you can't find something in this book about a subject, the normal RuneQuest rules apply.

But all that's just the boring trivia - what you really want to know is that this is a first-rate adventure pack for wilderness play. With the background information and encounter outlines included in this book, you can create a personal and detailed campaign which will be the subject of your gaming for many sessions of play.

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Introduction

The *Griffin Island* Gamemaster Book is intended for use only by gamemasters. It supplies information not readily available to the adventurers. From this information springs the mystery and adventure of your campaign.

Information from the Players Handouts is not repeated here. You must familiarize yourself with the handouts to run a *Griffin Island* campaign properly.

The History of this Supplement

Griffin Island is a revision of a supplement previously published by Chaosium Inc. in a form quite different from this one. We feel a short note of explanation is deserved.

That the Avalon Hill Game Company publishes a new edition of *RuneQuest* and its supplements gives Chaosium the artistic opportunity to improve all previously published *RuneQuest* products. Eventually, everything which you have seen and enjoyed will be reprinted in one form or another. However, not every previously-published item will undergo such enormous revision as this one.

An item called *Griffin Mountain* was originally submitted to Chaosium Inc. as a non-Gloranthan scenario pack. Chaosium published it as a Gloranthan supplement in 1981, with considerable contributions by Greg Stafford. It was a "state of the art" piece at the time, allowing the gamemaster to use given material to create a personal campaign.

Griffin Mountain was often called a campaign of "barhopping and wandering around in the wilderness." We sought to maintain those ingredients, plus forward our own ideas on how a campaign should be run.

However, previous commitments by the *Griffin Mountain* authors forced this supplement to be revised and published before we could release other important Gloranthan background material. Rather than release this supplement out-of-turn, we chose instead to make it non-Gloranthan, again. Ironically, it is now more like the original setting than the previous published *Griffin Mountain*.

Many portions of *Griffin Mountain* have changed in *Griffin Island*—some things have changed only a little, while others are unrecognizable in their new form. We have enjoyed the challenge of updating old material for this supplement. We feel that it is a state of the art supplement once again, and a lot of fun to play. We hope you enjoy adventuring there as much as we enjoyed writing it.

Sincerely,

Greg Stafford
Rudy Kraft
Paul Jacquays
Sandy Petersen



Where is Griffin Island?

Griffin Island was changed from its origin as a wilderness area to an island because islands are easier to fit into a campaign.

If your campaign takes place on Alternate Earth, you may place *Griffin Island* wherever you please. We suggest that somewhere in the Atlantic Ocean south of Iceland may be most convenient.

If your campaign takes place in the closed universe of Glorantha, *Griffin Island* should be located either in the Sea of Kahar or in the Brown Sea.

If you have your own special world, more power to you. Most worlds have a convenient unexplored ocean somewhere, and *Griffin Island* can generally fit right in.

GRIFFIN ISLAND

SITE OF ANCIENT WARS

Map created by Malastros the Scribe
for Algonus Windsword.

This island enjoys a pleasant climate consisting, along the coastal regions, of mild winters and temperate summers. Only the central highlands experience occasionally severe winters. Of volcanic origin, its soil is excellent for native wild plants but is utterly unsuitable for agriculture. Most of the populace exists by primitive hunting and gathering method. Metal is a rare commodity and modern religions are unknown. Abundant griffin populations commonly attack horses, keeping most natives afoot.

Indigenous populations of humans, griffins, and slarges maintain ancient rivalries and have waged war since the beginning of time. One side or the other is occasionally aided or hindered by the elves or the dwarfs, who usually remain hidden in their own regions. Orcs invaded human-controlled lands many centuries ago and ruled for a time, until they were ousted by Zar, whose descendants built the titanic citadels which dot the island.





The Griffin Island Campaign

The raw facts contained in this book do not comprise a campaign of themselves. To create a Griffin Island campaign requires interaction between these facts and the adventurers, guided by the hand of you, the gamemaster. The exact plot of Griffin Island's future lies in your hands.

The Player Handouts

The Player Handouts are provided to make your job easier. You are the only source of information in the game, and the handouts relieve some of your problems as a bottleneck of this information.

When the adventurers come to a new place on the Island, role-play them through their first few days, or whatever time is required for them to acquire familiarity with the locale. After they are sufficiently familiar with the area, give them the appropriate handout. Each handout includes a boxed GM Note which describes just when (or under what conditions) you should give that information to the players. Alternately, hand over the information sheet saying something to the effect: "You reach the citadel and spend a week there. Here's what you know."

The personality handouts should be treated in the same manner. The characters provided with a handout are the ones which we personally would use as major nonplayer characters in a game: they are useful as sources of information, good for providing support for adventurers, are capable of appearing in odd places to rescue characters, and provide a variety of fun roles to play. After delivering their information in-character, give the players the personality handout to serve as the adventurers' memory.

Beginning the Campaign

All Griffin Island scenarios and adventures begin with the Players Map. Give this map to the players as part of a scenario unrelated to Griffin Island. Maybe they win it in a poker game, find it in a library, or are shanghaied by unknown assailants and find it as their only clue. The method by which you give the map to the players is up to you.

The map is designed to provide a wealth of information to the players, create an air of mystery and expectation through misinformation, and provide hooks to lure the adventurers into the Griffin Island scenarios.

What Next?

Assuming that the adventurers are sufficiently intrigued by Griffin Island to set sail in that direction, have them next speak at length with the captain of the ship which carries them there. Everything that the captain knows of Griffin Island is contained on the players handout titled *What the Ship Captain Says*. This information is best given to the players using a roleplaying episode (you play the captain). If you are very inexperienced or uncomfortable with that idea, however, you can simply hand the captain's handout to the players—but give roleplaying a try.

Land Ho!

Land the adventurers in Soldier Port. It is benevolent and its atmosphere and appearance should be familiar to the players. Here you can get used to the method of gamemastering using the handouts. Let them wander, meet the inkeep and other personalities. Introduce Errap Barbacon or Gondo Holst, or maybe Starnia Stormrender is there on a mission.

The adventurers are then left to their own activities. You have a wealth of options at your disposal; the Griffin Island campaign will evolve through gentle co-operation between gamemaster desires and player actions.

Portions of the Griffin Island campaign are interchangeable, including the Slargeland wanderings, exploring inns on the bar-hopping circuit, several discrete scenarios with details given later, and the omnipresent problem of Ockless.

Other colorful locales are only briefly mentioned in Griffin Island, and are nowhere described in detail—Skull Ruins, for instance. Dealing with the elves and the dwarfs is only hinted at. Explore these options as your fancy dictates.

We offer the following guidelines to facilitate exciting and rewarding play.

1. Familiarize yourself with the contents of this box.

Griffin Island is ready to play, complete with native villains and heroes. Most of the Zaring hunters are neutral, ready to raid or aid the adventurers as suits your plot needs. Ockless is obviously the villains' stronghold, with its evil wizard, orc occupiers, and corrupt royal household. Other citadels may be good places or bad, victims or allies, depending on both your wishes and the adventurers' actions. The northeastern island, largely unoccupied, is ideal for wilderness adventures.

2. Get the adventurers involved.

Don't be afraid to let the adventurers be movers and shakers in this wilderness setting. They can become founding priests of new cults, kings of the citadels through marriage or assassination, or the greatest hero since Zar for eliminating Halcyon and driving the orcs from Ockless. Perhaps they will want to introduce agriculture or other technology, and bring waves of colonists to found new cities and fight frontier wars with the Votanki. The choice is yours, but don't be afraid to let them change the face of the map, if such is their desire and ability.

3. Give the adventurers friends and enemies.

Griffin Island is full of good guys and bad guys to help and hinder, coddle and kill, excite and eliminate the adventurers. Choose a couple of friendly non-player characters to concentrate your attention on. These can be loyal friends of the adventurers, sources of information, healers, and rescuers. Make them memorable to the players. Let them serve as outlets for your own roleplaying fantasies. Avoid the crass error of playing gamemaster-characters against other gamemaster-characters, and thus relegating the adventurers to secondary roles. Such actions run the risk of alienating your players and ruining your game.

When describing enemies, don't be afraid to make them sound extremely nasty. Exaggerate! Persistent rumors of Halcyon's evil actions turn hollow if he spares the adventurers for no reason. Killing or maiming those who oppose him in cruel and vicious ways is both expected and in character. Don't be afraid to kill the adventurers if they deserve it.

4. Plan ahead.

Griffin Island is especially suited for unplanned adventures. The party of adventurers can wander hither and yon, taking what they meet as it comes. In fact, much game-time may enjoyably be spent in this way. But keep an overall plan in mind, inserting clues early in play for later use.

Planning ahead enhances excitement. When the adventurers arrive in Surlt, for example, they may meet the toddler Gan-Gan and appreciate the king's love for his young daughter. The Gamemaster can play off this, have Gan-Gan kidnapped by Gondo Holst, and have the king hire, beg, or order the adventurers to find her. The players will then have a better understanding of the situation and greater motivation to do as the king requests. As another example, they may meet the dislikable Gondo Holst on a wilderness trek. Later they may find the abandoned unholy ground where victims are sacrificed to evil gods. When the adventurers seek the missing Gan-Gan, then find wagon tracks heading towards the evil altar, the enjoyment and worry which the players experience is enhanced because they have deduced the culprit by themselves.

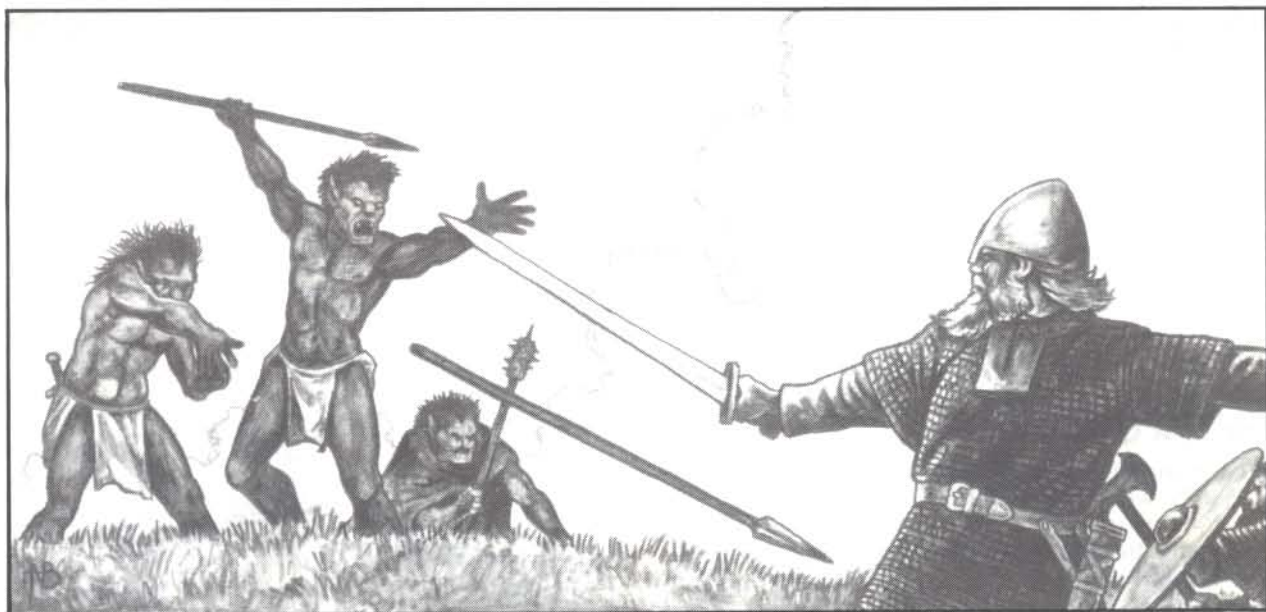
5. Use Scenario Hooks

Many scenario hooks are provided in *Griffin Island* to give you ideas for play. The gamemaster must expand upon them to create a full scenario, but most of the necessary components are provided. Don't be afraid to pick up a plot thread and follow it yourself, allowing inspiration to weave the web of adventure which entangles the players. By the same token, do not be afraid to mix and mingle the scenario ideas.

The Mystery of the Map

The large Griffin Island map initially provided to the players is, as you have probably discovered, incorrect. The errors stem from the map's age: it is over a century old.

These errors are relatively minor and they should provide the players with some worry and fun. Their initial happiness at getting so much data at once thus becomes cautious exploration.



The players may become curious about what happened to Aigonus, the original holder of the map. The campaign is arranged to leave tantalizing bits of information about his life throughout the scenarios. By finding these hints the players can piece together the mystery, and perhaps discover the hero's ultimate fate.

Aigonus wrote most of the notes on the map. Copies of the cryptic references, some with explanations, can be found below, in the section titled Players Map Notes.

The Unwritten History of Griffin Island

Most of Griffin Island's history has never been committed to paper. The legends of each clan hearth hint at the vast body of oral history known to the Votanki. The orcs probably know more than they are telling, though most records were destroyed with the downfall of Skull ruins.

History of Griffin Island

This analysis of Griffin Island's history is unavailable to the natives and inhabitants of the island. It is given here for the gamemaster's convenience. If the adventurers desire this knowledge, they should compile it themselves from the hints provided by the scenarios, handouts, and gamemaster-characters.

Early History:

Residents of the island include humans orcs, elves, dwarfs, slarges, and griffins, all engaged in constant raiding and war, but with orcs as the dominant force. An orc king rules the entire North Island. Orc pirates from Skull Port raid the surrounding oceans. Orc slavers capture folk of all species and export them from the island.

Liberation by Zar:

The hero Zar arrived about 400 years ago. He introduces Hilme worship, metalworking, and widespread use of horses. His warriors, allied with the Votanki, finally disrupt the orc unity and raze Skull Port. Zar forces a terrible demon, a son of Megaera, into bondage to hide all Skull Port's secrets. Zar himself fights and kills the giant orc hero, Gork Trag, whose sorcery had enslaved the slarges. Before he dies, Zar is taken up into heaven by the hand of Grandmother Sky.

Citadel Period:

The sons (or daughters) of Zar construct great fortresses to protect their followers and provide safety from the remaining orcs. Ockless is constructed by enslaved giants. During this same period the griffins range far and wide, seemingly in a unified attempt to eliminate all horses. Actually this is a natural result of their special hunger and the influx of so many horses.

Two Hundred Years Ago:

The Gardaringer dynasty is established in Surlt by a hunter hero who drives out all foreigners. About the same time Nidik is destroyed by giants and abandoned. Soldier Port is founded by a foreign merchant cartel.

One Hundred Years Ago:

The orcs re-unify, drive all humans from the west of the island, then assault and seize Ockless. Local resistance is ineffective and an orc army soon besieges Surlt. The brave foreigner, Aigonus Windsword, arrives and rallies the locals with the memory of Zar. He raises the siege of Surlt and helps re-establish Nidik. His followers build the temple to Aeolus in Soldier Port. Aigonus spends several years wandering the wilderness seeking the Windberry Tree.

Aigonus never does liberate Ockless, and disappears while seeking tools to aid him. A young hunter, later called Halcyon var Enkorth, seeks radical means to liberate his home citadel and, according to legend, is possessed or cruelly educated by the slave demon of Skull Ruins to become a powerful sorcerer. He enslaves a band of orcs, seizes Ockless by treachery, and sets up the ruling dynasty. Halcyon has continued to live there ever since, growing stronger each year.

Thirty Years Ago:

A bloody struggle between Nidik and Surlt ends with no winner. Both parties are raided during the following winter by orcs. The event is called the Nobody-Won-War.

Eight Years Ago:

Maugre arrives, makes himself ruler over Solder Port, and kills all opposition. He promises the natives he will rule benevolently and depart when he has enough money. He shows no sign of leaving yet.

Independently, the young son of the king of Ockless disappears. Most people think Hecis, his young sister, poisoned him.

Six Years Ago:

Yalaring Monsterslayer kills the corrupt King of Surlt and seizes its kingship for himself.

Filling In The Map

Most of the eastern portion of Griffin Island is blank. A significant portion of your campaign will be spent filling in the details, which can come from several places: the Secret Map which shows major rivers; the Found Objects Table; and scenarios (both those provided here and those which you create).

The Secret Map

The Secret Map is restricted for gamemaster use only. It provides a set of believable rivers, lakes, and hills for the gamemaster, filling-in blank areas existing on the antique Players Map. Feel free to change the details in any way, but the indicated rivers all empty into the river mouths shown on the Players Map. Take special note of the Poison River, which should always empty into Poison Bay.

Islands are not shown on either the Secret or the Players maps. Several islands are provided with the scenarios, complete with their own special encounters, and they can be placed wherever you desire.

Players Map Notes

The hand-written notes on the Players Map were mostly written by Aigonus Windword, the would-be liberator who visited Griffin Island about a century ago. Never explain these notes to the players. If they question them, always answer them as one of the major Griffin Island personalities, whose responses vary from affected authority (Djimm Mith) to estimated opinions (most others) to pathological lies (Gondo Holst).

The notes (some with explanations) are given below in their presumed correct order, although nothing is assured except for such sequences as circling the island. Evidence from the map proves the dates cover more than one year.

The First Quotation

"Seven magic arrows to pierce any magic in the high place (?) where lizards live.' Beware the Guardians.!"—This was not written by Aigonus. It promises much, and the suggested treasure is given in the Treasures section.

The Sail Around the Island

"smoke pillar visible for 3 days"—The plume from this fuming volcano is visible from far at sea. Navigators sight in by it.

"several black sails seen here."—These sails are characteristic of the orc pirates. Although destroyed centuries ago, these ghostly vessels still patrol the coast around Skull Ruin.

"June 3? rough coasts"—the whole southern coast along the Fire Mountains is rugged and without landing areas.

"no monsters here"

"dead fish. rotten bottom. AVOID SMOKING WATER!"—The acidic water in the Poison Bay kills sea life and destroys ships. Ships lose 1 Seaworthiness point per four hours sailing. Swimming things take 1 point of damage per hour in the water. Water-breathing things take 1 point of damage per minute.

"3 days repair. good trees"

"Ha! SOB named it after himself!"—Note that Malastros is the map-maker.

"Plesiosaurs! 2 days on shore"

"hostile elves. Fire doesn't work"

"nice place. good port. Landing XX Jun. HOLY DAY—Nov 1."

"battle. September 17."

"Sept 19, Sept 25"—by local tradition, these were sites of ancient battles against orcs.

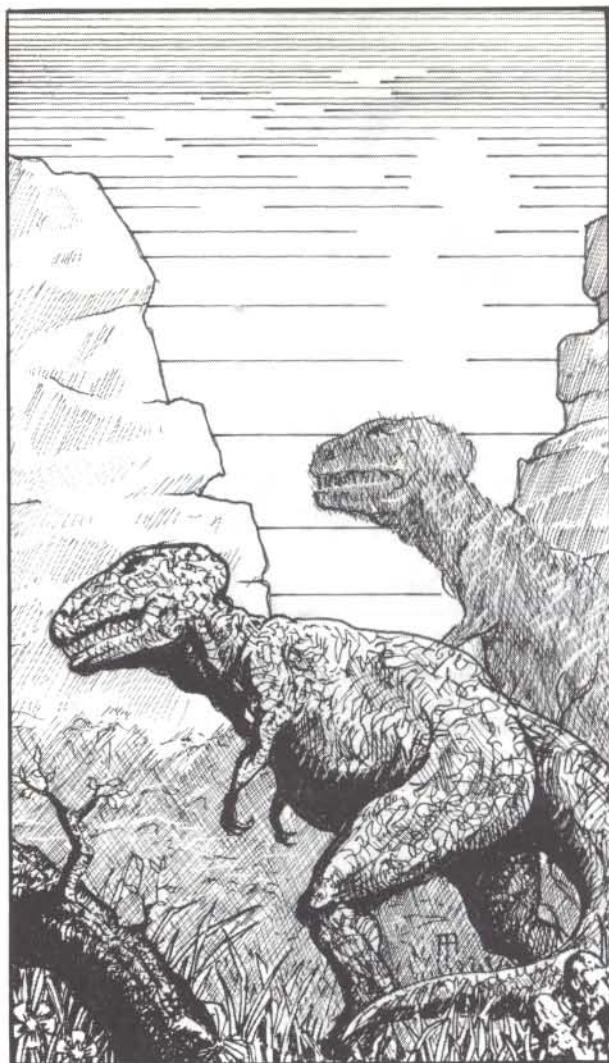
The Orc War

The local hunter storytellers all vaguely remember this war, which was fought long enough ago to blend into a general Ancestors Against Orcs legend. None remember foreigners among them.

"good ford midsummer"—presumably the army, marching on Surlt, crossed here.

"battle, Sept 17"—hunters agree their ancestors fought a bloody battle here, and won.

"Sept 19"—The date he raised the siege.



"Sept 25"—the date he reached Ockless, fought, and lost.

"orc city?"—rumored site or Orc strength.

After the Orc War

"ambushes. (Nov-Nov). about 15 km. aver."—sites of conflict between elves and Aigonus' men, and the average distance into the forest before the event.

"dwarf trading post—blow the ivory horn on Tuesday"—perhaps the horn can still be found?

"guard duty. (Nov 12-Feb2.)"—during this time the citadel of Nidik was rebuilt and reoccupied.

"No elves here."—the forest was scouted during the period of guard duty.

The Eastern Notes

Rivers are shown continued to their sources. They are correctly shown.

"wagon pass"—so-called because, even now, the hunters remember when orc wagons regularly traversed the hollow between the hills.

"reports of lake here"—see the section a few pages back titled The Secret Map.

"Oldhill?"—site of a low rise in the plain.

"probably here," "maybe here," "here" and "?"—these are all in the unknown second hand which marked the map.



Personalities

These character guides are aids for the gamemaster to use while running many of the colorful personalities provided in "Griffin Island." Each gamemaster must decide which of these personalities he wishes to use as is, which he should modify to suit his tastes, and which he should discard. If a particular character does not further the campaign, do not use him or her.

Introduce these personalities gradually. Don't throw an endless stream of new personalities at the players. Before the evening's adventure begins, the gamemaster should read the appropriate personality's information, and relate that information to the players through roleplaying. If and when the adventurers convince the gamemaster—played character to be friendly, the stranger will open up and the gamemaster can just give the whole character guide to the players.

The character guide format first gives a brief description of the personality, including any interesting quirks or marks which the gamemaster can use to quickly personalize and identify the character. Then are listed the places at or conditions under which the character will likely be met. A list of subjects about which that character will expound follows.

Personalities of Nidik

Bodoni Boldface, Commander of

Nidik Citadel Guards

Ostakker Three-Scar, Innkeep of the Stabbing Cat

Skilfil Hearthpiercer, King of Nidik

Starnia Stormrender, Commander of Hawk-riders
Sylvanthi Brighteyes, Priest of Hilme

Personalities of Soldier Port

Bradskullr Orinblath, Innkeep of Number One Inn

Magajette Henie, prostitute

Manscher Boldbuster, Mercenary Captain

Maugre, High Plutarch of Soldier Port

Nann Jannejoy, prostitute

Torath Manover, High Priest of Aeolus

Personalities of Surlt

Djimm Mith, Innkeep of Stuck Pig Inn

Eucleia Stormfollower, King Skilfil's daughter

Rhegus Whitehair, Innkeep of Red Bear Inn

Vania, Queen of Surlt

Yalaring Monsterslayer, King of Surlt

Personalities of Ockless

Cyriel Endelkar, merchant

Euryptus the Bold, Garrison Commander

Glyptus the Good, King of Ockless

Halcyon Var Enkorth, Sorcerer

Hecis the Poisoner, Princess

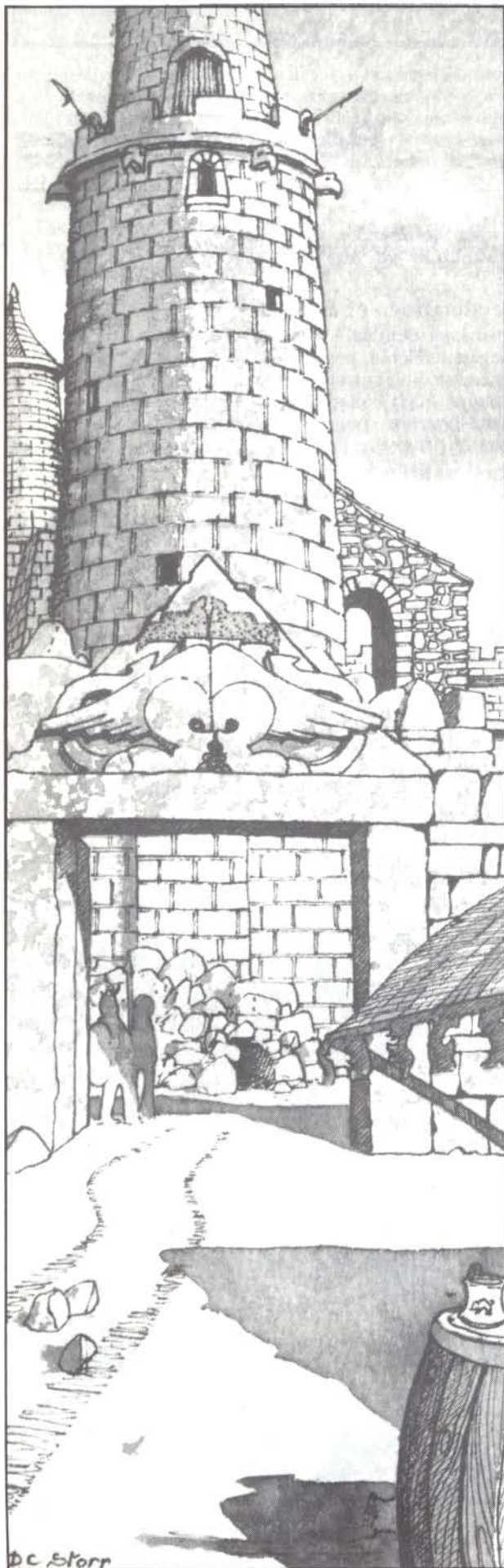
Jocestis, Queen of Ockless

Marusa the Shrew, Priestess of Megaera

Moraring Broom, Innkeep of King Inn

Taklong Woodheart, High Priest of Hilme





Wandering Personalities

Cracktwig, renegade elf
Eagle-eye Gjorni, prospector
Errap Barbacon, minstrel
Gondo Holst, Merchant
Joh Mith, wandering trader
Bluebird, the scholar
Rockheart Veinseeker, dwarf



Zarland Personalities

3 master hunters
clan chiefs
Blueface

The Nonplayer Characters

During the course of a campaign the gamemaster may depict hundreds of characters. Some of these will appear often in the scenarios, possibly becoming close friends with the adventurers and acting as healers or sources of information. We have provided several sample nonplayer characters in considerable detail. These should serve as models for others which you will undoubtedly want to provide. A few of the provided personalities are particularly important to the adventurers. Below is a list of several characters and an indication of how they might be introduced into a campaign:

Errap Barbacon—Ockless contact
Starnia Stormrender—Nidik contact
Gondo Holst—traveling contact
Zogrosh—wilds contact
King Yalaring Monsterslayer—Surlt contact

Nonplayer characters are an important means of gamemaster intervention when, during an adventure, the player-characters are in dire need of aid, advice, or healing. Be careful when you exercise such divine power: too much will ruin your campaign by depriving the players of a sense of accomplishment when gamemaster-controlled characters constantly save the day. But sometimes a miracle is deserved, and when deserved the campaign is enriched when the miracle is appropriate to the story. Here are some common situations which are likely to arise in a campaign and ways that a nonplayer character can be interjected into the plot to save the adventurers:

Adventurers are prisoners in Ockless—

Gondo Holst intervenes with his greasy words and sleazy manners, but convinces everyone that the adventurers would be better off alive, for some opportunity of the future . . .

Errap Barbacon, ever the master of secret tunnels, appears to release the prisoners at the last moment.

Zogrosh appears, with his dogs, "Don't ask how, just follow me . . ."

Adventurers are dying in the Wilderness—

Zogrosh shows up, with a supply of food and water.

Starnia and her patrol just happen to fly overhead and critical their Scan Skill use.

Adventurers are threatened by enemy army—

King Yalaring, with a pack of stalwart guardsmen, hunters, and dogs appears to save the day.



Creatures

The following creatures are among those found on Griffin Island.

Big Fish

Tyrannopisces omnivorus

These gigantic fish are comparable in size to small whales. They are usually hungry and will attack and eat anything of SIZ 20 or greater (including most small boats). These fish attack by swallowing their prey whole.

The exact number of such colossal fishes living off the coast of the Wilds is unknown, but there is more than one (possibly as many as a hundred). Gobbets of metal are often found within their gullets. The reason these fish collect quantities of metal is as unknown as the metal's source.

The inside of the fish has the equivalent of 12 points of armor protection (thick mucous membranes, muscle, etc.). Swallowed characters fighting from inside automatically hit the forebody. Characters fighting their way out must not only hold their breath, but reduce the fish's forebody hit points to the victim's SIZ. Thus, a character with a SIZ of 14 would need to reduce the fish's forebody to -14 before he could crawl out. It is too cramped inside the fish to use any weapons other than those of SR 2 or 3. Only edged weapons are effective. Remember, char-

acters chopping their way out will still be underwater and may need to swim some distance to get back to their boat or the shore.

characteristics	average	attributes
STR 10D6+60	95	Move: 6 swimming
CON 10D6	35	Hit Points: 65
SIZ 10D6+60	95	Fatigue Points: 130
INT 2	2	Magic Points: 13
POW 2D6+6	13	DEX SR: 4
DEX 1D3	2	

location	1D20	points
tail	01-03	24/22
hindbody	04-08	24/27
forebody	09-13	24/27
r fin	14	24/17
l fin	15	24/17
head	16-20	24/22

weapon	sr	attack	damage
Gulp	10	50%	12D6*

*Damage rolled is matched vs. target's SIZ. If the target's SIZ is overcome, he suffers no damage, but is swallowed whole. If the damage fails to overcome the target's SIZ, then the target is bitten and takes full damage.

Treasure: If such a fish is killed, and cut open, 1D100×1D10 ENC of metal lumps will be found inside: 50% lead, 30% copper, 15% tin, 4% silver, and 1% gold.

The process of landing the dead fish to gut it may prove difficult.



Encounter Tables

There is a 40% chance of an encounter each day. If an encounter occurs and after it is resolved, roll again to check for another encounter later on that day. This procedure should continue until the dice indicate that no further encounters occur that day. This allows for multiple encounters to occur on some days, while other days pass by with nothing happening.

Use the encounter-type line marked *special* as a cue to: use one of the special personalities included in the Gamemaster Book; introduce into the story locally-important Zarings whose personalities are created by you, or other personalities already familiar to the adventurers (especially any particular enemies); spring one of the Minor or Major Encounters provided in the scenarios book upon the adventurers; or slyly begin them on the road into a Griffin Island scenario of your own devising.

encounter type	zarland forests	zarland grasslands	zarland hills	danger- ground	wilds forests	wilds grassland	wilds hills	dwarf mountains	giant mountains	chaos seas	wild rivers	tame rivers
bears	01-11	01-02	01-02	01-05	01-10	01-03	01-04	01-05	01-08	—	01-05	01-05
big fish	—	—	—	—	—	—	—	—	—	01-45	06-07	—
broos	12-13	—	03-05	06-11	11-18	04-13	05-08	06-07	09-14	—	08-16	06-10
citadel patrol	14-17	03-12	06-11	12-15	—	—	—	08-10	—	—	—	11-15
dwarfs	18-19	13-14	12-13	16-19	—	—	09-27	11-40	15-20	—	—	—
elves	20-35	15-16	—	20-25	19-41	14-15	—	41-42	—	—	17-19	—
giants	—	—	—	26-31	42-47	16-19	28-36	43-48	21-42	—	20-21	—
gorgosaurs	36	17-18	—	32-35	49-51	20-24	37-39	—	—	—	22-23	16
griffins	—	—	—	36	—	25-26	40	49	43-44	46-48	24	—
hawks	37-39	19-22	14-18	37-39	52-53	27-31	41-44	50-56	45-46	49-51	25-28	17-21
herd beasts	40-60	23-52	19-43	40-64	54-77	32-50	45-64	57-68	47-56	—	29-48	22-46
nymph	61-62	53	44	65	78-79	51	65	—	57-58	—	49-50	—
orc patrol	63-68	53-57	45-55	66-67	—	51-52	66-70	69-70	59-66	—	—	47-51
plesiosaurs	—	—	—	—	—	—	—	—	—	52-76	51-59	—
saber-tooth	69-72	58-59	56-63	68-73	80-83	53-55	71-79	71-78	67-75	—	60-63	52-56
slarges	—	60-64	64-65	74-81	—	56-80	80-87	79-83	76-82	—	64-72	57-66
succubus	73-74	—	—	82-85	84-89	81-83	88-92	84-87	83-84	—	73	67
water wyrms	—	—	—	—	—	—	—	—	—	77-98	74-88	68-72
wolves	75-78	65-77	66-78	86-94	90-95	83-91	93-96	88-95	85-96	—	89-96	73-78
zaring hunters	79-98	78-98	79-98	95-96	96-97	92-95	—	96-98	—	—	97-98	79-98
special	99-00	99-00	99-00	97-00	98-00	96-00	97-00	99-00	97-00	99-00	99-00	99-00



Dogs

Canis domesticus

There are three breeds of dogs which thrive on Griffin Island. The most important breed is the Hunting Dog, the domestic dog of the Votanki hunters found in every citadel and with every clan. The second is the War Dog, developed by the citadel-warriors since Zar's death as an aggressive, large, and sometimes unruly fighting companion. Town dogs were imported to Soldier Port as pets, looking like small short-haired terriers.

Hunting Dogs

The most important breed of dog on Griffin Island is the Hunting Dog, the domestic dog of the Votanki hunters. These animals are found in every citadel and clan. All Votanki hunters own one or more. These dogs resemble scruffy, smallish German shepherds, but come in many different colors and fur textures.

The Votanki usually breed for some peculiarity of fur. So the dogs in one clan may be spotted, while those of another might be all-brown or all-black. This breeding for color is done both for esthetic purposes, and because it helps to tell the dogs of one clan from those of another at a glance. But the Votanki often crossbreed and trade their dogs, so that every clan has many of these dogs, though one fur-color may predominate.

The Votanki hunting dog has statistics identical to those of the basic dog described on page 14 of the *RuneQuest* Creatures Book.

War Dogs

In the years since Zar's death, the citadel-dwellers have bred a new type of dog. They are aggressive, large, and

sometimes unruly. They are much burlier than the normal hunting dogs and are sometimes used by citadel soldiers to hunt or even fight raiding bands of wild Votanki, from whence is derived the common name War Dogs.

War dogs are not as good at hunting as the normal Votanki dog. They are slow-running, and too bulky to scamper through brush after rabbits. Their noses are not as keen as normal hunting dogs, either. Still, their great size and strength makes them favorites of the citadel people and of some Votanki chiefs.

War dogs are stocky animals closely resembling smallish mastiffs.

characteristics	average	attributes
STR 3D6	10-11	Move: 6
CON 3D6	10-11	Hit Points: 10
SIZ 2D6+3	10	Fatigue Points: 21
INT 5	5	
POW 1D6+6	9-10	
DEX 2D6+4	11	

hit location	melee	missile	points
rh leg	01-02	01-02	1/3
lh leg	03-04	03-04	1/3
hind q	05-07	05-09	1/5
fore q	08-10	10-14	1/5
rf leg	11-13	15-16	1/3
lf leg	14-16	17-18	1/3
head	17-20	19-20	1/4

weapon	sr	attack	damage
Bite	8	40+0	1D8

Skills: Dodge 25+1, Listen 40-4, Track 60-4

Armor: 1-point fur

Town Dogs

A third dog breed has been introduced at Soldier Port from overseas. This small dog type thrives at Soldier Port and nearby, where some have gone wild. A few of these small dogs live at the citadels, but they are unpopular among the Votanki.

The Town Dogs are small short-haired terriers. They make good pets and excellent ratters.

characteristics	average	attributes
STR 1D4	2-3	Move: 6
CON 2D6	7	Hit Points: 4
SIZ 1	1	Fatigue Points: 10
INT 5	5	
POW 1D6+6	9-10	
DEX 2D6+12	19	

location	1D20	points
body	01-20	0/4

weapon	sr	attack	damage
Bite	8	40+1	1D6-1D4

Skills: Dodge 25+15, Listen 40-6, Track 80-6

Armor: None

Gorgosaurs

Gorgosaurus zarens

These horrible monsters hunt the Wilds. They usually hunt alone, though on occasion they are encountered as a pair (for mating?). They are fortunately rare. Gorgosauri are carnivores, usually hungry, and may attack anything encountered unless they have just eaten a very large meal.

characteristics	average	attributes
STR 10D6+48	83	Move: 6
CON 6D6+30	51	Hit Points: 64
SIZ 8D6+48	76	Fatigue Points: 134
INT 2	2	Magic Points: 13
POW 2D6+6	13	
DEX 3D6	10-11	

location	1D20	points
tail	01-02	17/17
r leg	03-05	17/22
l leg	06-08	17/22
abdomen	09-11	17/27
chest	12-15	17/27
r claw	16	17/17
l claw	17	17/17
head	18-20	17/22

weapon	sr	attack	damage
Foreclaw	6	50%	9D3
Bite	9	90%	1D10+9D6
Kick	9	60%	1D6+9D6

Notes: the gorgosaur can use both foreclaws simultaneously against one target and either bite or kick 3 strike ranks later. The bite does no knockback.

Skill: Scan 80%.

Herd Beasts

Along with small animals and a variety of dicky-birds, the herd beasts are the vital resource of the Zarings. Their entire way of life is built upon hunting these creatures. The beasts roam freely over the plains and hill country. Often predators of some kind stalk nearby.

Most herd beasts have only average stats. However, there is a lead bull in each herd with close to maximum stats.

Remember that part of successful hunting is avoiding being stampeded over when the beasts are alerted. A character caught in a good-sized stampede can do little to save himself.

Herd Beasts

Use this table to determine the specific type of herd beast indicated on the general Griffin Island encounter tables.

forests	non-wooded areas
D100 Beasts	D100 Beasts
01-30 Red Cattle	01-30 Red Cattle
31-50 Tusked Deer	31-35 Native Ponies
51-52 Bluebucks	36-50 Tusked Deer
53-65 Bush Cattle	51-65 Bush Cattle
66-95 Forest Deer	66-75 Forest Deer
96-00 Brontosaurus	76-95 Redbucks
	96-00 Brontosaurus

Red Cattle

Bos subrufus

(a herd contains 6D6+30 animals)

These creatures resemble shaggy, brown- or tan-colored, long-horn cows, but are leaner. Their stats are those of standard RuneQuest cattle. They are "red" only in comparison with bush cattle.

Native Ponies

Equus caballus

(a herd contains 3D6 animals)

These small shaggy ponies are considered just another food-animal by most Zarings. The more civilized citadel folk sometimes train them as mounts. Their stats are identical to those of RuneQuest horses, but SIZ and STR are rolled on 4D6+12, and skin is only 1 point armor.

Tusked Deer

Tragulus minisculus

(a herd contains 2D3 animals)

Tusked deer are tiny beasts, never exceeding 40 kilograms weight, and are more often around 20 kilograms. The males have tiny spike-like horns, and both sexes have long, fang-like upper canines. Their stats are just like those of RuneQuest Dogs, except that bucks attack with a Butt rather than a Bite, and do 1D4 base damage. Females have no effective attacks.

Bluebucks

Hippotragus caeruleus

(a herd contains 1D20 animals)

The Zarings hold this beast sacred. No local hunter would kill one, and they do not feel kindly towards foreigners who slay their holy animals. The Bluebuck is a good-sized antelope with long horns formed in the shape of a heart. Their statistics are the same as those of the European red deer (found in RuneQuest under "Deer").

Bush Cattle

Bos parasubrufus

(a herd contains 6D6 animals)

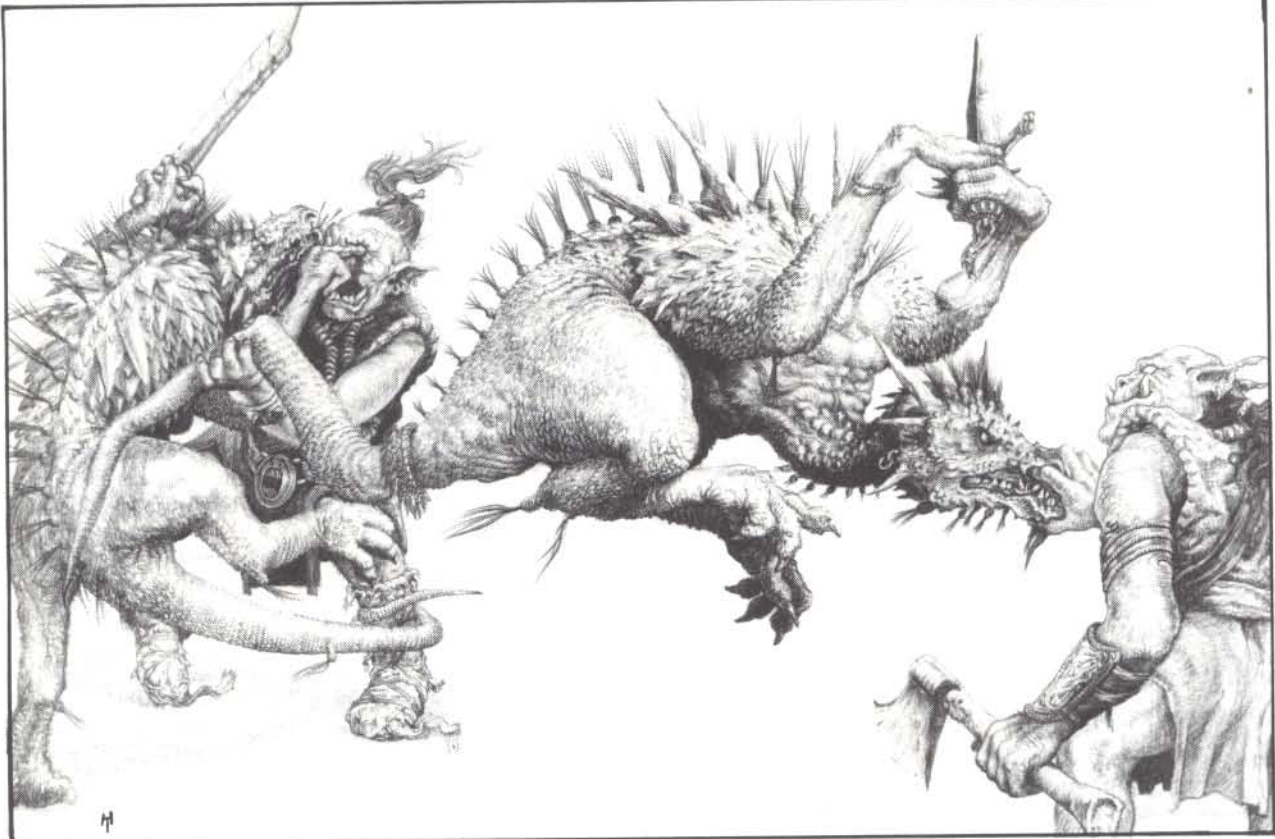
Smaller, scrubby versions of the larger red cattle. They are dull gray or off-white. Their stats are the same as RuneQuest cattle, except that a bull's STR and SIZ are 3D6+12 each. Cows have STR and SIZ of 2D6+12 each. CON for both sexes is 3D6. These animals are feisty and likely to charge. Still, because of their small size, it is a grave embarrassment for a Zaring to have been wounded by a bush bull.

Forest Deer

Cervus sylvanus

(a herd contains 3D6 animals)

The forest deer of Zarland is a small, rather ordinary animal. Its statistics and appearance are the same as the RuneQuest white-tailed deer (found under "Deer").



Redbucks
Hippotragus rufus

(a herd contains 6D6 + 30 animals)

The redbuck is a relative of the bluebuck, with straighter horns. The fur is ruddy. Other statistics are identical to those of the bluebuck.

Brontosaurus
Brontosaurus stupendus

(a herd contains 2D4 animals)

Though rare now, these monsters were responsible for the destruction of much forest land in earlier times. Brontosaurus tend to ignore anything but very large canivores (SIZ 30+). If something smaller wounds a brontosaur it will notice it, but it may take a while for the animal to connect the wound with nearby tiny creatures.

Saber-Tooth Tiger
Smilodon zarens

The hills of the Wilds and, to a lesser extent, Zarland, are inhabited by the feared saber-tooth tiger. These animals are striped in varying shades of brown and gold. The hunters of Zarland give these creatures great respect.

Though it can do terrific damage, the great cat cannot outrun game. Its short legs are unable to attain the speeds necessary to chase down prey. Saber-tooths normally lie patiently downwind of a watering hole or trail until a possible dinner comes by. The cat then springs, stabbing the victim and digging in with its massive claws. Few creatures can long survive such an attack. The cat rarely bothers with men, but if attacked or hungry, they will tear into hunters or adventurers with gusto. They normally feed on wild cattle, native ponies, and sometimes young brontosaurus.

Griffin Island is rife with legends about these brutes. A giant cat is supposed to stalk the plains, so massive that the earth shakes beneath its feet. Another legend has it that a ghostly saber-tooth sneaks into camps at night, bringing death to the sick and elderly. Everyone knows someone that has seen this ghost cat. A third story concerns the mysterious shaman Blueface, who can turn into an enormous blue-gray cat.

characteristics	average	attributes
STR 4D6 + 18	32	Move: 4
CON 2D6 + 10	17	Hit Points: 22
SIZ 4D6 + 12	26	Fatigue Points: 49
INT 5	5	Magic Points: 13
POW 2D6 + 6	13	DEX SR: 2
DEX 2D6 + 10	17	

location	melee	missile	points
rh leg	01-02	01-02	3/6
lh leg	03-04	03-04	3/6
hind q	05-07	05-09	3/9
fore q	08-10	10-14	3/9
rf leg	11-13	15/16	3/6
lf leg	14-16	17-18	3/6
head	17-20	19-20	3/7

weapon	sr	attack	damage
Claw	5	50 + 12	1D8 + 2D6
Bite	8	40 + 12	2D6 + 2D6
Rip	5	80	2D8 + 2D6

Note: the saber-tooth attacks with both claws simultaneously, followed 3 SRs later by the bite, which is capable of impaling (though it never gets stuck in the wound). If both claws hit, the cat will hold on, continuing to bite, and rake with its hind legs next round.

Dodge: 25 + 1
Skills: Hide 80-12, Sneak 75-12, Track 40 + 1
Armor: 3 point skin

Slarges

Iguana sapiens

These intelligent reptiles live in northern Griffin Island. They walk on their hind legs and use metal, a trick they have perhaps learned from their old enemies, the orcs. They are gnarled with heavy scales, knobs, horns, and spikes, and are generally hostile to all other beings.



Giant Slarge

characteristics	average	attributes
STR 7D6	24-25	Move: 4
CON 3D6+6	16-17	Hit Points: 21
SIZ 7D6	24-25	Fatigue Points: 42
INT 3D6	10-11	
POW 3D6	10-11	
DEX 3D6+6	16-17	
APP 3D6	10-11	

location	1D20	missile	points
tail	01-02	01	6/6
r leg	03-05	02-04	6/7
l leg	06-08	05-07	6/7
abdomen	09-11	08-11	6/7
chest	12	12-15	6/9
r arm	13-15	16-17	6/6
l arm	16-18	18-19	6/6
head	19-20	20	6/7

weapon	sr	attack	damage	parry	points
2H sword	3	25+16	2D8+2D6	25+0	12
Naginata	2	25+16	2D6+2+1D6	25+0	10

Magic: favorite spirit magic includes Bladesharp, Protection, Befuddle, and Slow.

Languages: Slarge 30+3

Armor: 6 point hide. May also wear lamellar metal armor or even partial plate.

Lesser Slarge

characteristics	average	attributes
STR 3D6	10-11	Move: 4
CON 1D6+12	15-16	Hit Points: 13
SIZ 3D6	10-11	Fatigue Points: 26
INT 3D6	10-11	
POW 3D6	10-11	
DEX 2D6+12	19	
APP 3D6	10-11	

location	melee	missile	points
tail	01-02	01	3/4
r leg	03-05	02-04	3/5
l leg	05-08	05-07	3/5
abdomen	09-11	08-11	3/5
chest	12	12-15	3/6
r arm	13-15	16-17	3/4
l arm	16-18	18-19	3/4
head	19-20	20	3/5

weapon	sr	attack	damage	parry	points
Battleaxe	6	25+11	1D8+11	25+9	8
Ball & Chain	6	25+11	1D10+1	25+9	8

Dodge: 25+9

Magic: favorite spirit magic includes Healing, Demoralize, Disrupt, Mobility, and Shimmer.

Languages: Slarge 30+3

Armor: 3 point skin. May also wear lamellar metal or partial plate.

Two varieties of slarges are met in every band. These varieties are similar except for size and muscle. Giant Slarges are parthenogenetic, laying batches of eggs without any need for a mate. These eggs are guarded by their parent's tribe until they hatch into Lesser Slarges. Lesser Slarges are the sexual stage of the life-cycle and mate normally, giving live birth to infant Giant Slarges.

They are the most important intelligent race of the North Island, and their existence has prevented humanity, dwarfs, orcs, and elves from establishing any strongholds there.

Slarges are plains-dwellers and have no domestic animals. They are cooperative hunters and live in bands of up to several hundred, though small parties of only a dozen or fewer are also common in their native lands.

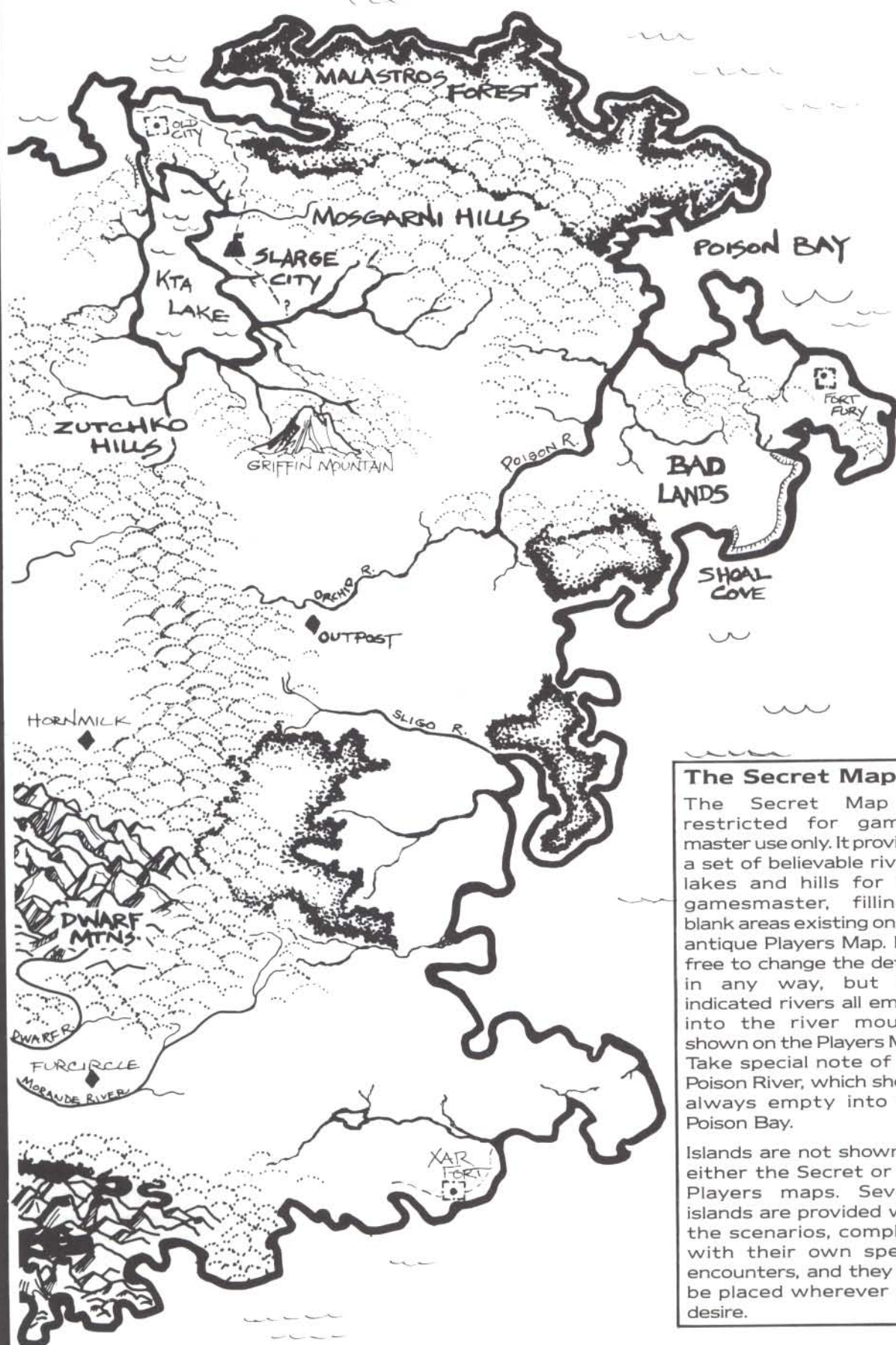


Water Wyrms

Vermidraco hydrophilus

Unlike normal, everyday, flying wyrms, water wyrms have no wings, but swim at a movement rate of 8; they are amphibious. They attack 90% of the time when met. If seriously wounded, they dive beneath the water's surface to heal themselves, possibly allowing a party to escape. They often simply dump boats over by rising beneath them.

Statistics: water wyrm characteristics are the same as those of ordinary wyrms. However, their hit locations are similar to those of the Stoorworm while their movement rate is 2 on land, 8 while swimming.



The Secret Map

The Secret Map is restricted for gamesmaster use only. It provides a set of believable rivers, lakes and hills for the gamesmaster, filling-in blank areas existing on the antique Players Map. Feel free to change the details in any way, but the indicated rivers all empty into the river mouths shown on the Players Map. Take special note of the Poison River, which should always empty into the Poison Bay.

Islands are not shown on either the Secret or the Players maps. Several islands are provided with the scenarios, complete with their own special encounters, and they can be placed wherever you desire.

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Zutchko's Teeth: another rare item, this is a necklace of dog teeth, strung together with beads and feathers. The possessor gains the power to speak with dogs and wolves.

Death Daggers: shiny obsidian knives with leather-wrapped hilts. The function of a death dagger is to slay a specially-chosen foe with one blow. A death dagger can be used only once by any who possess it (but may be passed on to someone else). When the user states that he wishes to activate the death dagger, he chooses a specific individual enemy and loses 1D6+1 POW. For the next five minutes, any blow by the dagger vs. that foe instantly penetrates all non-parry armor and kills the foe dead.

Beast Bones: each is a large bone from any beast which is both herbivorous and of fixed INT. The possessor of the enchanted bone can spend two magic points and gain the ability to appear in the guise of his prey (the beast of the bone), but only in the eyes of other beasts of the same kind. It is useful for sneaking up on prey.

Sun Stones: yellow rocks associated with Hilme. When exposed to the sunlight, they store light which can later be released by expending a magic point. Each hour of sun exposure permits the stone to release 10 minutes of light equal to that of an oil lamp. Any given stone can store light which will last for 3D6×10 minutes.

Sky Milk: a special healing liquor brewed from the mother's milk of a priestess of Grandmother Sky. A small flask of this heady brew heals 1D10 damage—it heals general hit points (as if from poison) if drunk and area hit points if rubbed into the wound. Most clans reserved their limited reserves for special need. The temple at Soldier Port is supposed to have flasks for sale for 1000 pennies each.

Spear Sticks: short wands which resemble miniature spears. A thrown spear stick does 2D8 damage and has a one-use Sureshot enchanted into it. After throwing once, the stick loses all magic powers. Owners of spear sticks usually have 1D6 of them.

Grandchildren Sky: small stone or wood sculptures associated with Grandmother Sky. Most are representations of natural animals (usually herd beasts) native to Griffin Island, but a few are of rare or unusual beasts or monsters, and at least one depicting a human might exist. Though the sculpting is often crude, the nature of the depicted creature is always apparent. If a shaman discorporates and possesses the statuette, he may then exchange spirits with any one of the creature type depicted in the sculpture, if that creature passes within 10 meters of the sculpture. He need not defeat the creature in spirit combat, but if he leaves the creature's body, its original spirit pops back in.



Ivory Horn

This ivory horn can be placed anywhere; in a trash heap, in a citadel king's treasure room, or Gondo Holst's wagons. The horn has a unique and highly distinctive note. Anyone that blows this horn on Tuesday becomes physically incapable of knowingly directing melee or missile attacks or offensive magic spells against any dwarf for the rest of the day.

All the dwarfs of Griffin Island have been taught of the properties of this horn, and it is a sure way to get them to deal in a friendly manner with the horn's blower, since it ensures dwarf safety in dealing.



Scenario Hooks

A scenario hook is a gamemaster plot device used to draw the players into the fantasy-reality of the game world. The following scenario ideas are designed as hooks to introduce new players or new gamemasters to the *Griffin Island* campaign. The scenario tasks are relatively easy for the adventurers to complete and should be familiar to the players as well. Because of this, you and the players can concentrate on roleplaying, without having first to master the entirety of the *RuneQuest* rules. The few sections of the *RuneQuest* rules required for play are noted in the passages below. Use the indicated rules again and again until you and the players are familiar with them. The players will thus gradually learn the capabilities of their adventurers.



Growing Up

Votanki hunters have a social style and cultural level roughly equivalent to Pleistocene cave men. Emphasize this fact during play to help the players concentrate on their adventurers' personalities rather than game mechanics.

The Obstacle Course

A group of young Votanki are reaching the end of their adolescence. They must prove that they are capable of taking care of themselves well enough to be admitted to the society of adults. They do this by overcoming a battery of tests. Every youngster who finishes this course will be initiated into the Votanki cult of their choice. Non-Votanki characters can volunteer to also participate — if they complete the course they too will be admitted to Votanki adult society and can join a cult (assume that such non-Votanki have spent some time on Griffin Island making friends with the islanders).

Preparation: study pages 33-35 and 40-42 of the *RuneQuest* Players Book. You need to understand the Skill Use rules (particularly Simple Success Rolls, The Critical Success, The Special Success, and The Fumble) and the Damage rules.

Sketch the obstacle course on a piece of paper. If you can draw well, illustrate a portion of the landscape close to where the young adventurers live with a cliff, a river, and other points from the list below. Otherwise, you can use simple squares and lines to show the position of each adventurer on the course.

The Tests

Have the adventurers perform the following activities in order. Each attempted skill roll requires one minute of time. Success at each stage entitles the adventurer to an experience check in the tested skill. The first adventurer to finish the course receives a free point of spirit magic from the clan shaman. All adventurers who complete the course will be initiated into the Votanki cult of choice.

☐ Jump Off Cliff

— failure means adventurer suffers 1D6 points of damage to a leg and to general hit points.

☐ Swim Across River

— failure means washed downstream instead of getting across, try again.

☐ Search the Brush

— carved wooden stakes are hidden in brush and undergrowth. Each character must find one before leaving the area.

☐ Climb the Cliff

— climb up out of the valley. Keep trying until adventurer succeeds.

☐ Sneak Past Chieftain's Dogs

— if the dogs hear adventurer coming they start barking and he or she gets no experience check. If the dogs remain silent experience check is earned.

☐ Hit the Target

— using a javelin, hit the target at least once to finish the course.

☐ Check for Experience Gains

— once the course is completed, conclude the play session by discussing the initiation of the adventurers into their various cults. Study the Skill Experience Roll rules (pp. 26 of the *RuneQuest* Players Book) and use them to determine if any adventurer(s) improved their skills.

The Hunt

Hunting is an experience common to all Votanki, and proficiency in hunting skills is often considered proof of manhood. An adolescent who demonstrates his hunting skills earns the right to acquire his or her own dogs. Hunting skills are also essential to survival on this wild island.

Normally hunters try to get downwind from a herd, stealthily crawl forward to missile range, and then have two or three hunters shoot at the one single beast which is isolated from the rest.

Preparation: this scenario requires the same rules sections as The Obstacle Course.

☐ Track the Herd

— Failure means that no herd was found. Lose a half-day and try again.

☐ Sneak and Hide

— failure means that the herd was startled and bolted. Try tracking again.

☐ Throw Javelin

— if successful then everyone gets to eat. If the animal is not killed or crippled by the first round of javelins, it probably will run off.

Possible Danger: if the hunters are spotted by a protective-feeling bull, it may charge. This gives the adventurers a chance to use melee weapons, the Combat rules (*RuneQuest* Players Book pp. 45-50), Dodge, First Aid, and maybe even Divine Intervention.

☐ Check for Experience

— as for The Obstacle Course



Pit Hunting

For centuries some Zarings have used trenches and pits for hunting. Using them can be dangerous, especially if a larger than expected herd stampedes towards the people. Pit hunting is normally conducted in the autumn.

Preparation: this situation uses many of the *RuneQuest* rules covered so far. After reading about the pit hunting procedure below, review the adventurers and their capabilities. Assign some adventurers to the defender group and some to the chaser group. In this scenario, determine the required skill rolls and the effects of success or failure.

The Hunt

Pit hunting tactics are simple. Everyone in the clan spends a week repairing and camouflaging a long and deep trench. Depending on the clan this trench is either crescent-shaped, or a round island surrounded by a hole (similar to a moat about a castle). The trench must be at least 4 meters wide and 4 meters deep.

The women and children are put on one side of the trench (or on the island), with the defenders. Then the chasers go out in the field and stampede a herd towards the pit or trench using noise, fire, and dogs. The herds stampede into the pit. Especially agile animals such as deer and antelope sometimes bound across the pit, but most animals just fall in. With large herds, the pile of animal bodies within the pit grows so large that other animals are able to climb out or simply run over them. These are dispatched by the defenders. If all goes well and the chasers haven't sent so many animals that the defenders are overwhelmed by the rush, the dead and captured animals in the trench are butchered and dried.

It sometimes happens that some fiercer animal, like a sabretooth or bear, is caught in the stampede (or perhaps a lone orc?) and surprises the unwary hunters.

Raiding Enemies

Proving courage is important to the Votanki, and they often raid one another to test their mettle. This is a keen test. Everyone knows that even the bravest warriors die regularly in this "sport." Participating on a successful raid is a good way for an outsider to be better-accepted in a clan.

Clan leaders prefer that everyone exercise their skills with care rather than prove themselves martially. They prefer to sneak up, raid quickly, and vanish into the dark. They always use dogs to cover their retreat.

Preparation: this uses most of the Game Mechanics and Combat chapters. Usually there is some object of the raid — often it is food, herd animals, a sacred object or totem, etc. Choose some object for the adventurers to acquire from a neighboring clan. Have the players construct a plan, then execute it. Be sure to give the adventurers a tough battle, possibly surprising them with an unexpected problem (a tougher-than-usual warrior being the most likely).

On Duty

The citadel warriors are sworn followers of the tribal kings. The king supports them so that they can help him in proving his kingly strength. They are expected to follow his every order and to die for him if need be. Though they do this with varying intensity, the bravest are also the most rewarded. Though High Plutarch Maugre is not a tribal king, his mercenaries work on a similar basis.

It is possible and likely that Votanki hunters or even outlanders who have proven their worth could be accepted into a king's guard. Of course, most of Maugre's mercenaries are outsiders. Children of such stalwarts can usually enter the guard immediately upon coming of age.

A warrior receives full room and board. As further pay, he gets 10 pennies per week or the equivalent in trade goods, plus use of the king's ponies as needed. In addition, the king has his subject shamans and priest teach his warriors spirit magic at the rate of 3 free points per year in service.

It is normal practice for warriors to give all their plunder to their king, for the welfare of the warrior is given into the hands of the king. A generous king such as Yalar-ing or Skilfil returns a large proportion to his followers, while a stingy one such as Maugre or Glyptus keeps much of it.

Remember that there is little to spend money on in these places, save for scrubby inns. Status among the warriors is determined by fame, not wealth. Of course, it is possible to save money, perhaps to buy a horse or to prepare for that day when one will ask his lord for a leave of absence to go exploring to other lands (or to get off the miserable island, as Maugre is doing).

But for now it is enough to be one of the chosen few to serve the king, to ride upon a horse, to wear metal like it was leather, and to have furry tribesmen and women turn and respectfully watch as you pass.



Guard Duty

Standing watch is a major task for these warriors. Each day or night on duty certainly should not be played out, but run through one or two so that everyone is familiar with the general layout of their home citadel or port.

The most mundane type of guard duty in a citadel is as a simple sentry; the character spends the entire time at one place or in a small area and watches over a particular thing, whether it be doorway or horizon.

The other type of guard duty is more exciting — the patrol, usually with a sergeant or other officer making circuits of the sentry posts and responding to emergencies. Each citadel has two patrols, one in the upper portion, and a smaller one in the lower portion. Sentries are more common on the walls and in the upper, noble portion.

The Theft

Have the players on duty when a theft is attempted by nonplayer-characters. We suggest that you take a theft attempt from one of the Tasks described later. When defending with trained and fixed forces such as these, everyone should be aware of rapid and practiced responses to emergencies. Figure out some of the movement rates around your citadel to get an idea of emergency response time. These defenses are made to be guarded easily and efficiently. Troops can be mustered quickly, especially in the upper bailey where no crowds are allowed.

Mounted Patrol

A mounted patrol is a specialty of these warriors. They are the only mounted natives on Griffin Island and their horses given them a clear superiority in melee, pursuit, and flight over the Votanki. They command and deserve respect.

Mounted patrols have several simple responsibilities. They seek to help friendly tribesmen to get news from the area and possibly to get a free meal. They are always careful with strangers. Unknown Votanki must be questioned to ensure that they are not foes. Foreigners and non-humans must be brought to the lord for questioning. Patrols should follow enemies or try to kill them, and should always report them immediately.

The normal size of a mounted patrol is a sergeant and 10 men. Two of the ten are usually foragers, one carries dispatches, two are scouts, and the remaining five are warriors.

Escort for the King

This is useful for getting the warriors out in the countryside and away from their home citadel for a while. This way they can get rumors from other citadels and visit old friends and favorite hangouts.

I Want a Map

The king wants brave (foolhardy) warriors to volunteer to enter the dangerous wilderness (North Island or even the Orc Hills) and return with an accurate map of the area. It may be necessary to provide a map-making nonplayer-character for this task.

On such duty it is not necessary to investigate anything too closely, but neither is the party expected to shun too much. No one is expected to engage anything in a life or death struggle, for it is most important to return alive with information gained.

This allows players to explore the more dangerous parts of Griffin Island without undue danger as long as they remain mobile. There may be an ulterior motive (undisclosed by the king, but dictated to the non-player-character) to reach some specific place.



Do You Know the Way to . . . ?

Gathering information is worth an entire play session if properly played. It gives the players a chance to interact with each other and a large number of nonplayer-characters. It gives opportunity to explore another citadel or region. And it presents many opportunities to the gamemaster: Do the players get abusive and make enemies? Are they meek and picked-on? Do they meet rivals? How many barroom brawls are they in? Do they meet any old friends or make new ones?

Use this scenario to give out general background information and set the campaign mood. Stress the poverty of Griffin Island and its inhabitants; show how its natives react to outsiders. Make the players aware of the great world beyond their characters. Do the crowds part for them in the citadels? Are the hunters respectful, afraid, or contemptuous of them? Are the characters the type which will have strangers buy them drinks to make friends? Are they famous enough to get respect from the citadel kings?

Con Men

Whenever the characters are seeking information, there is always a possibility that they meet a con man. He may be from any culture, a slick Ockless agent or simple Votanki clansman.

What is important to remember is that con men attempt to get something for nothing. They gladly make up maps and sell them, spin long tales and descriptions, and otherwise do everything possible to please the characters and make them part with their hard-earned cash. The con men do not, of course, go on any expedition or otherwise expose themselves to danger.

If there is a lull in the campaign later on, the gamemaster may have the characters run across their erstwhile "friend" again in some tavern or town square.

Tasks

Once an adventurer becomes well-known, he is likely to be in those select groups sent on secret emergency tasks for various powerful personages.

I Want Something Stolen

A leader is interested in obtaining something ostensibly owned by someone else. He will pay hard cash for this, as long as the deed is not traceable to him. He arranges for you to meet him or his agent at a secluded place in or near the citadel to make the drop-off and payment.

The scenario format is as follows: the name of the commission leader is first, then the object, followed by the object's current owner, then the location where it can be found, and finally the payment.

EMPLOYER: Rockheart Veinseeker the dwarf

OBJECT: Throne of Nidik — made of magic elf wood

OWNER: King Skilfil Hearthpiercer

LOCATION: Throne room of Nidik

PAYMENT: 4,000 pennies worth of any metal you wish if the throne is in one piece; and 1,000 pennies worth if it is broken.

EMPLOYER: Marusa, priestess of Megaera at Ockless

OBJECT: Bluebuck staff

OWNER: Blueface the shaman

LOCATION: wherever Blueface is

PAYMENT: 3,000 silver pennies

EMPLOYER: Halcyon var Enkorth

OBJECT: the magic spear Hearthpiercer

OWNER: King Skilfil of Nidik

LOCATION: King's private quarters in Nidik

PAYMENT: 10 orc or 5 human slaves, all trained and loyal (worth app. 5,000 pennies to a slaver)

EMPLOYERS: Rockheart Veinseeker
 OBJECT: the dog gargoyle that guards the compound
 OWNER: Cyriel Endelkar the merchant of Nidik
 LOCATION: the merchant's warehouse in Nidik
 PAYMENT: 3,000 pennies worth of any metal desired

EMPLOYER: Rhegus Whitehair, proprietor of the Red Bear Lodge
 OBJECT: put a special poison in the beer casks of the Stuck Pig at Surlt
 OWNER: Djimm Mith
 LOCATION: the cellar of the Stuck Pig tavern
 PAYMENT: 60 pennies per cask poisoned

EMPLOYER: Queen Jocestis of Ockless
 OBJECT: magic ink bottle
 OWNER: Taklong Woodheart, the high priest of Hilme at Ockless
 LOCATION: the priest's private quarters in the temple
 PAYMENT: 600 pennies

Someone Must Die

In this scenario, the employer is willing to pay hard cash for an assassination so long as the deed is not traceable back to him or her. Payment is made only after the death is announced publicly. Negotiation is required to determine if payment will still be made should the victim be resurrected.

EMPLOYER: Marusa, priestess of Megaera
 TARGET: Blueface
 LOCATION: ?
 PAYMENT: 6,000 pennies

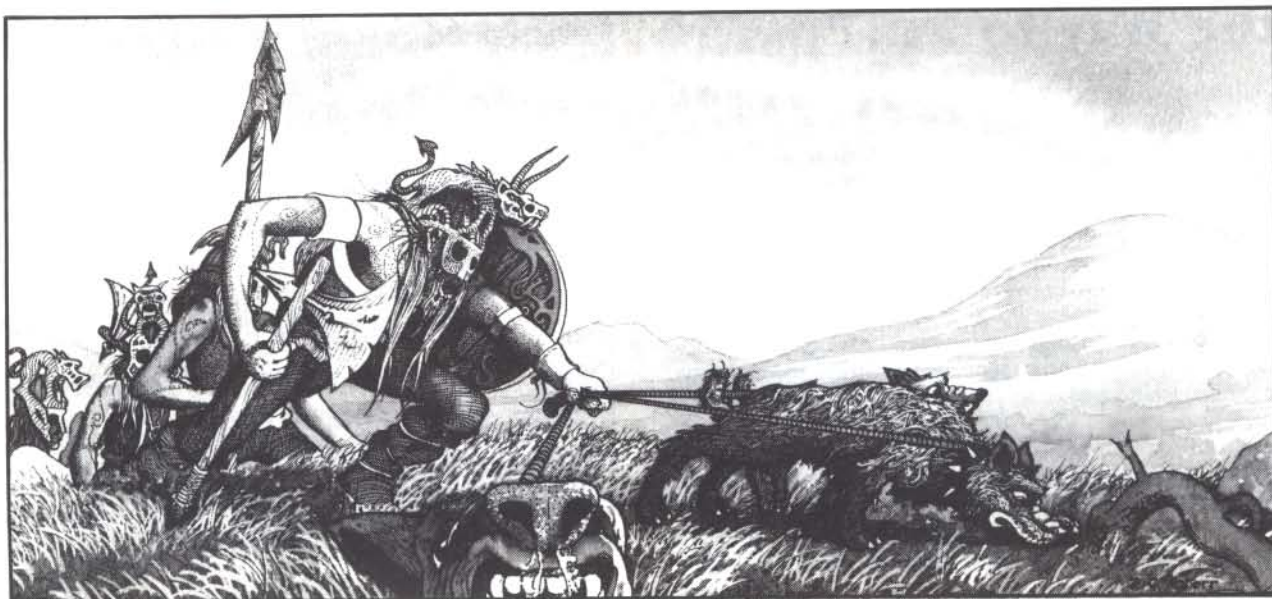
EMPLOYER: Halcyon var Enkorth
 TARGET: Djimm Mith
 LOCATION: the Stuck Pig lodge in Surlt
 PAYMENT: 2,000 pennies

EMPLOYER: Egu Gah, orc sorcerer in Ockless
 TARGET: King Yalaring Monsterslayer or King Skilfil Heartpiercer
 LOCATION: Surlt or Nidik, respectively
 PAYMENT: 5 POW points worth of any sorcerous enchanted items desired.

EMPLOYER: Halcyon var Enkorth
 TARGET: Errap Barbacon
 LOCATION: usually Soldier Port, but could be anywhere
 PAYMENT: 1,000 pennies

EMPLOYER: High Plutarch Mauge
 TARGET: a band of adventurers planning to assassinate Halcyon var Enkorth
 LOCATION: ?
 PAYMENT: 10,000 pennies

NOTES: Mauge has no love for Halcyon, but knows that Halcyon's death would lead to immediate war between the orcs and citadel kings. However laudable the eventual result of this, it would interfere with trade for the next few years.





Major Encounters

The following provide examples of some of the major encounters characters might have on Griffin Island. Use and amend them as required.

1. BROOS

Many of the broos in Zarland originate from Festering Island, although only a few live there permanently. Sometimes broo carry large junk to trade with those who would deal with them.

The best known broo on Griffin Island is Gargudd Halfhorn, infamous for pillage and banditry. Broos are usually encountered in groups of 2D4 + 1, and Gargudd will tack onto a group of this size.

If a character is wounded in a fight with broo, roll on the following table to see if he or she has been exposed to disease:

1D20	Disease
01-03	Wasting Disease (STR)
04-05	Creeping Chills (CON)
06	Brain Fever (INT)
07-08	Soul Waste (POW)
09-11	Shakes (DEX)
12-20	No Exposure

GARGUDD HALFHORN

Gargudd is a notorious leader of the broos. His better traits include a vile temper, disgusting eating habits, uncleanliness (goes without saying, really), sadism, untrustworthiness, hatred of almost everything, and pure and simple meanness. He is feared and hated by both his enemies and his followers.

Gargudd has pitch black hair all over his body, and a broken left horn from an encounter with some adventurers, whom he hates with a passion. Gargudd's greatest failing in life is that he has no chaos feature, although he does have his mud apples from the chaos holy ground.

GARGUDD HALFHORN

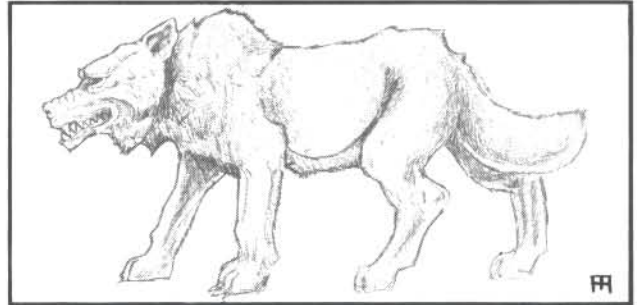
Broo Bandit

STR	18	Move: 4
CON	18	Hit Points: 18
SIZ	18	Fatigue Points: 36-29 = 7
INT	11	Magic Points: 14 + storage device 20 = Total 34
POW	14	
DEX	17	DEX SR: 2
APP	7	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	6/6
Left Leg	05-08	04-06	6/6
Abdomen	09-11	07-10	6/6
Chest	12	11-15	6/8
Right Arm	13-15	16-17	4/7
Left Arm	16-18	18-19	5/7
Head	19-20	20	8/8

weapon	sr	attack	damage	parry	points
Club*	5	90%	1D10+1D6	88%	15
2h Javelin	5	67%	1D6+1+1D6	64%	8
Thrown Javelin	2/7	70%	1D8+1D3	-	-
Butt	6(8)	76%	1D6+1D6	-	-

* - When struck by Gargudd's club, anybody not normally invulnerable to disease must make a CONx5 roll. Failure results in an uncontrollable attack of the heaves, and the victim is helpless while he vomits violently for 1D3+1 rounds, including the one on which he was struck.



Spirit Magic: Coordination 3 (increases DEX to 20, giving +3% to all Agility, Manipulation, and Stealth skills, +2% to Magic skills, and reducing DEX SR to 1), Strength 2 (increases STR to 24, giving +3% to Agility and Manipulation skills, +6 to Fatigue, and increases Damage Bonus to 2D6), Bludgeon 4, Heal 2. (In Matrix) Protection 6.

Magic Skills: Ceremony 28%, Enchant 17%.

Skills: Climb 58%, Dodge 13%, Throw 85%, Fast Talk 38%, Evaluate 46%, First Aid 52%, Listen 70%, Scan 74%, Search 47%, Track 63%, Hide 28%, Sneak 14%.

Languages: Broo 35%, Slargetongue 30%, Dwerrow 14%, Zaring 10%.

Magic Items: Gargudd's club is discussed above. His Protection matrix was stolen from an adventurer, and is a bronze disc engraved with an air rune. Gargudd's Magic Point storage device is an elven copper leaf - Gargudd swallows this every morning so he doesn't lose it and always has it in touch.

Gargudd has three mud apples from the chaos holy ground. These look like utterly repulsive, semi-decayed apples with a potato-like skin. When eaten, each apple bestows 1D3+1 chaos features on the consumer for 4D10 hours. Gargudd treasures these, and will not use them rashly.

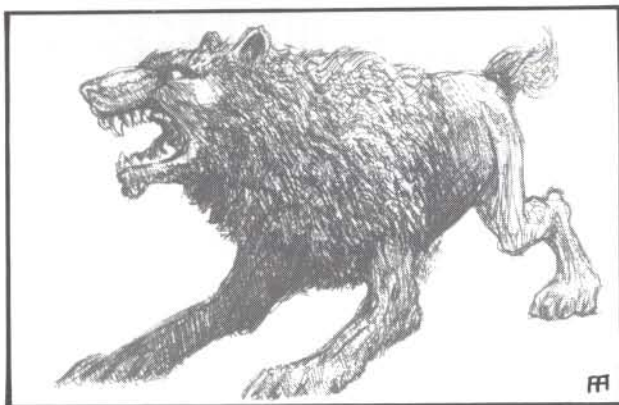
Equipment: Gargudd wears ragged ring armour fully, except for his right arm, where he has only cuirbouilli. He carries his club and three throwing spears. He has three gold coins crafted by the slarges, worth 12 pennies each.

TYPICAL BROO SHAMAN

STR	18	Move: 4
CON	18	Hit Points: 16
SIZ	14	Fatigue: 36 - 13 = 26
INT	18	Magic Points: 12 + Fetch 16 + Power Spirit 14 = 42 Total
POW	12	
DEX	10	DEX SR: 3
APP	12	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	0/6
Left Leg	05-08	04-06	0/6
Abdomen	09-11	07-10	0/6
Chest	12	11-15	0/8
Right Arm	13-15	16-17	0/5
Left Arm	16-18	18-19	0/5
Head	19-20	20	3/6

weapon	sr	attack	damage	parry	points
Long Spear	6	67%	1D10+1+1D4	58%	10
Bastard Sword	7	46%	1D10+1+1D4	24%	12
Target	6	35%	1D6+1D4	64%	12
Self Bow	3/9	43%	1D6+1	25%	5
Butt	8(9)	60%	1D6+1D4	-	-



Spirit Magic (47%): Multimissile 2, Bladesharp 2, Detect Enemies, Detect Magic, Dispel Magic 3, Glue 1, Mindspeech 1, Disrupt, Speedart, Spirit Screen 3. (Fetch:) Befuddle (2), Countermagic 8, Mobility 1. (Intellect Spirit:) Heal 6, Protection 4.

Magic Skills: Ceremony 45%, Enchant 26%, Summon 32%.

Fetch: The Fetch (INT 11, POW 16) manifests as a blind hyena with a forked tongue. It currently holds a soul waste spirit (POW 12), and an unusual Intellect Spirit (INT 10, POW 4).

Skills: Climb 34%, Dodge 46%, Throw 40%, First Aid 50%, Conceal 63%, Listen 58%, Scan 62%, Search 50%, Track 58%, Hide 37%, Sneak 22%.

Magic Items: The shaman has a bow string that will never break while on a bow - this is currently on his bow. He has a red-feathered arrow that always hits the head, and a blue-feathered arrow that always hits the chest, provided the roll to hit is successful. He carries two flasks of Shakes poison, and a lantern handle with an (empty) binding enchantment for a salamander. He also has a small blue/green stone that hums in the presence of functioning illusion magic.

Equipment: This shaman wears no armour, preferring to rely on his bow to kill enemies from a distance. Aside from his weapons, he carries three iron knives, a SIZ 2 piece of ringmail, an iron gladius, a bronze statuette of a large warrior eating a human head, and a large made scarab with a hollow for burning incense. He also has thirty shiny enamelled beads of Outsider origin. These are all to trade.

TYPICAL BROO

(All Carry Disease)

STR	17	Move: 4
CON	15	Hit Points: 15
SIZ	14	Fatigue: 32 - 15 = 17
INT	13	Magic Points: 10
POW	10	DEX SR: 3
DEX	14	
APP	9	

weapon	sr	attack	damage	parry	points
Club	7	58%	1D10+1D4	37%	10
Short Spear	7	54%	1D8+1+1D4	29%	10
Butt	8(10)	62%	1D6+1D4	-	-
Target	8	24%	1D6+1D4	55%	12
Sling	3/9	40%	1D8	-	-

Spirit Magic (35%): Protection 2, Speedart, Disrupt.

Skills: Listen 50%, Scan 50%, Track 60%

Languages: Broo 35%.

Equipment: Each broo wears leather armour and carries his listed weapons.

BROO ONE

attributes	location	melee	missile	points
HP:15	Right Leg	01-04	01-03	2/5
FP:17	Left Leg	05-08	04-06	2/5
MP:10	Abdomen	09-11	07-10	2/5
Spear 10	Chest	12	11-15	2/6
Club 10	Right Arm	13-15	16-17	2/4
Target 12	Left Arm	16-18	18-19	2/4
	Head	19-20	20	3/5

BROO TWO

attributes	location	melee	missile	points
HP:15	Right Leg	01-04	01-03	2/5
FP:17	Left Leg	05-08	04-06	2/5
MP:10	Abdomen	09-11	07-10	2/5
Spear 10	Chest	12	11-15	2/6
Club 10	Right Arm	13-15	16-17	2/4
Target 12	Left Arm	16-18	18-19	2/4
	Head	19-20	20	3/5

Note: Covered in pussy spots, and will explode upon death causing a highly unpleasant 2D6 damage to all within 3 meters. Disease exposure is automatic to anybody engulfed by the dead broo's puss.

BROO THREE

attributes	location	melee	missile	points
HP:15	Right Leg	01-04	01-03	2/5
FP:17	Left Leg	05-08	04-06	2/5
MP:10	Abdomen	09-11	07-10	2/5
Spear 10	Chest	12	11-15	2/6
Club 10	Right Arm	13-15	16-17	2/4
Target 12	Left Arm	16-18	18-19	2/4
	Head	19-20	20	3/5

BROO FOUR

attributes	location	melee	missile	points
HP:15	Right Leg	01-04	01-03	2/5
FP:17	Left Leg	05-08	04-06	2/5
MP:10	Abdomen	09-11	07-10	2/5
Spear 10	Chest	12	11-15	2/6
Club 10	Right Arm	13-15	16-17	2/4
Target 12	Left Arm	16-18	18-19	2/4
	Head	19-20	20	3/5

Note: Immune to incapacitation.

BROO FIVE

attributes	location	melee	missile	points
HP:15	Right Leg	01-04	01-03	2/5
FP:17	Left Leg	05-08	04-06	2/5
MP:17	Abdomen	09-11	07-10	2/5
Spear 10	Chest	12	11-15	2/6
Club 10	Right Arm	13-15	16-17	2/4
Target 12	Left Arm	16-18	18-19	2/4
	Head	19-20	20	3/5

Note: This broo's hair smokes continually. His POW is 2D6 higher than normal, giving a species maximum of 35.

BROO SIX

attributes	location	melee	missile	points
HP:15	Right Leg	01-04	01-03	2/5
FP:17	Left Leg	05-08	04-06	2/5
MP:10	Abdomen	09-11	07-10	2/5
Spear 10	Chest	12	11-15	2/6
Club 10	Right Arm	13-15	16-17	2/4
Target 12	Left Arm	16-18	18-19	2/4
	Head	19-20	20	3/5

Note: This broo has long, ragged hair. He regenerates 3 Hit Points each melee round.

BROO SEVEN

attributes	location	melee	missile	points
HP:15	Right Leg	01-04	01-03	2/5
FP:17	Left Leg	05-08	04-06	2/5
MP:10	Abdomen	09-11	07-10	2/5
Spear 10	Chest	12	11-15	2/6
Club 10	Right Arm	13-15	16-17	2/4
Target 12	Left Arm	16-18	18-19	2/4
	Head	19-20	20	3/5

BROO EIGHT

attributes	location	melee	missile	points
HP:15	Right Leg	01-04	01-03	11/5
FP:17	Left Leg	05-08	04-06	11/5
MP:10	Abdomen	09-11	07-10	11/5
Spear 10	Chest	12	11-15	11/6
Club 10	Right Arm	13-15	16-17	11/4
Target 12	Left Arm	16-18	18-19	11/4
	Head	19-20	20	11/5

Note: Skin is covered in overlapping, hard bony nodules, providing an extra 9 points of armour.

2. CITADEL WARRIORS

These guards can be used for several encounters, either with Starnia Stormrender (from Nidik), or with a standard group of citadel guards.

All guards are the personal warriors of their citadel king, and enjoy the prestige of mounts to ride and metal weapons and armour. Their numbers, however, are limited. Nidik has about thirty such warriors, as does Ockless (the real military power lies with the two-hundred strong orc garrison). Surlt, with its orc neighbours, has over one hundred such warriors. Maugre's mercenaries are the best equipped troops on the island, although none are presented here. For suitable statistics we refer you to *RuneQuest Monsters* pp63 and 68.

CHIEF GUARDSMAN AND COMPANIONS

This is a standard sort of patrol, be it scouting, night watch or bodyguard. They will fight with competent tactics and - if a situation looks bad - they will not mind losing a battle. If it is their duty to defend at all costs, each man will lay down his life before shirking his duty. Assume that at least two men in any group are hearthmates.

GASTAZAR

Gastazar is one of Starnia's three bodyguards, and one of King Skilful's hawk riders. At an early age, he witnessed the destruction of his hearth by slarges, and has since been haunted by memories of that dark night. He has a morbid personality, and is a fervent slarge-hater. A closed person, Gastazar allows nobody to get over friendly with him. His only true friends are Starnia and Ostakker Threescar, proprietor of the Stabbing Cat Inn, where Gastazar gets regularly and morosely drunk.

CHIEF GUARDSMAN

Loyal Agent Of The King

STR	16	Move: 3
CON	14	Hit Points: 13
SIZ	12	Fatigue Points: 30 - 20 = 10
INT	13	Magic Points: 12 + Slarge Skull 9 = 21 Total
POW	12	
DEX	10	DEX SR: 3
APP	10	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	5/5
Left Leg	05-08	04-06	5/5
Abdomen	09-11	07-10	6/5
Chest	12	11-15	6/5
Right Arm	13-15	16-17	5/4
Left Arm	16-18	18-19	5/4
Head	19-20	20	5/5

weapon	sr	attack	damage	parry	points
1h Spear	7	79%	1D8+1+1D4	40%	10
1h Javelin	7	79%	1D6+1+1D4	40%	8
Axe	7	60%	1D8+2+1D4	35%	8
Dagger	8	57%	1D4+2+1D4	22%	6
Self Bow	3/9	63%	1D6+1	18%	5
Thrown Javelin	3/9	71%	1D8+1D2	-	-
Shield	8	37%	1D4+1D4	68%	8

Spirit Magic (40%): Heal 3, Detect Enemies, Demoralise (2), Protection 4, Bladesharp 3.

Skills: Climb 67%, Ride 80%, Fast Talk 32%, Orate 41%, Animal Lore 38%, Evaluate 48%, First Aid 50%, Human Lore 47%, World Lore 38%, Play Whistle 64%, Listen 57%, Scan 60%, Search 51%, Track 33%.

Languages: Zaring 40%, Dwerrow 38%, Orc 15%.

Magic Items: The chief carries a slarge skull containing his Magic Point matrix enchantment. This item has a condition that it is usable only by somebody who has killed a giant slarge.

Equipment: The chief wears leather and bezainted armour, with a ring hauberk. His spear has a metal tip, and his axe has a metal blade. The chief guardsman carries two javelins, and 20 arrows for his bow. He has 3D6 pennies in coin, and a bone whistle.



CITADEL WARRIORS

Loyal Agents Of The King

STR	14	Move: 3
CON	12	Hit Points: 13
SIZ	14	Fatigue: 28 - 18 = 10
INT	13	Magic Points: 10
POW	10	DEX SR: 3
DEX	10	
APP	10	

weapon	sr	attack	damage	parry	points
Spear	7	63%	1D8+1+1D4	29%	10
Axe	7	58%	1D8+2+1D4	17%	8
Self Bow	3/9	55%	1D6+1	20%	5
Target	8	30%	1D6+1D4	57%	12
Knife	8	42%	1D3+1+1D4	22%	4

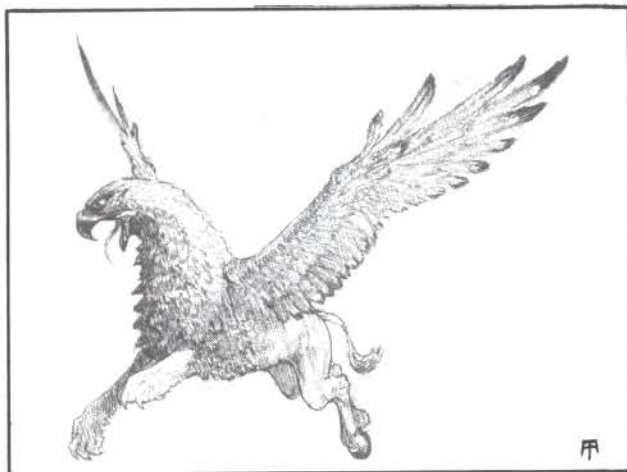
Spirit Magic (32%): Heal 2, Demoralise (2), Speedart, Bladesharp 2, Protection 2.

Skills: Ride 65%, First Aid 35%, Human Lore 37%, Listen 51%, Scan 57%, Track 30%.

Languages: Zaring 38%, Dwerrow 27%, Orcish 07%.

Equipment: Each guardsman wears bezainted and leather armour on his head and torso, and cuirbouilli and leather on his head and limbs. Each carries 2D6 pennies. In addition to any weapons listed, each guard carries a quiver of 25 arrows. At least two troops in any band will be hearth relatives.





GUARDSMAN ONE

attributes	location	melee	missile	points
HP:13	Right Leg	01-04	01-03	4/5
FP:17	Left Leg	05-08	04-06	4/5
MP:10	Abdomen	09-11	07-10	5/5
Spear 10	Chest	12	11-15	5/6
Axe 8	Right Arm	13-15	16-17	4/4
Target 12	Left Arm	16-18	18-19	4/4
	Head	19-20	20	4/5

Note: This guardsman knows Fanaticism additionally to the spells listed above. He always casts this before going into combat.

GUARDSMAN TWO

attributes	location	melee	missile	points
HP:13	Right Leg	01-04	01-03	4/5
FP:17	Left Leg	05-08	04-06	4/5
MP:10	Abdomen	09-11	07-10	5/5
Spear 10	Chest	12	11-15	5/6
Axe 8	Right Arm	13-15	16-17	4/4
Target 12	Left Arm	16-18	18-19	4/4
	Head	19-20	20	4/5

GUARDSMAN THREE

attributes	location	melee	missile	points
HP:13	Right Leg	01-04	01-03	4/5
FP:17	Left Leg	05-08	04-06	4/5
MP:10	Abdomen	09-11	07-10	5/5
Spear 10	Chest	12	11-15	5/6
Axe 8	Right Arm	13-15	16-17	4/4
Target 12	Left Arm	16-18	18-19	4/4
	Head	19-20	20	4/5

Note: A somewhat more experienced individual, this guard's spear attack is at 77%, his shield parry is 70%, and his Ride skill is 78%.

ATTRIBUTES FOR GUARDS' PONIES

STR	26	Move: 10
CON	11	Hit Points: 19
SIZ	26	Fatigue Points: $37 - 26 = 11$
INT	4	Magic Points: 10
POW	10	DEX SR: 3
DEX	13	

Skills: Jump 51%, Listen 60%, Smell Intruder 54%, Scan 30%.

attributes	location	melee	missile	points
HP:19	Right Hind Leg	01-02	01-02	3/6
FP:19	Left Hind Leg	03-04	03-04	3/6
	Hindquarters	05-07	05-09	3/9
	Forequarters	08-10	10-14	3/9
	Right Fore Leg	11-13	15-16	3/6
	Left Fore Leg	14-16	17-18	3/6
	Head	17-20	19-20	3/7

Note: All Horses are cavalry trained, and can therefore be ridden into battle, though they will not fight.

GASTAZAR

Hilme Initiate And Hawk Rider

STR	13	Move: 3 (16 on hawk)
CON	15	Hit Points: 14
SIZ	12	Fatigue Points: $28 - 20 = 8$
INT	14	Magic Points: $16 + \text{hawk } 12 = 28 \text{ total}$
POW	16	DEX SR: 2
DEX	17	
APP	15	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	4/5
Left Leg	05-08	04-06	4/5
Abdomen	09-11	07-10	5/5
Chest	12	11-15	5/6
Right Arm	13-15	16-17	4/4
Left Arm	16-18	18-19	4/4
Head	19-20	20	5/5

weapon	sr	attack	damage	parry	points
1h Spear	6	47%	1D8+1+1D4	28%	10
Javelin	2/7	65%	1D8+1D2	28%	8
Comp Bow	2/7	84%	1D8+1	31%	7
Kite Shield	7	23%	1D6+1D4	58%	16

Spirit Magic (60%): Heal 4, Coordination 3 (increases DEX to 20, giving DEX SR 1, and +3% on all Agility, Manipulation and Stealth skills), Multimissile 5, Befuddle (2). (Known by Sunshine:) Farsee 5, Mobility 3.

One Use Divine Magic (80%): Shield 7, Sunspear 2.

Skills: Dodge 23%, Ride Hawk 84%, Animal Lore 73%, Evaluate 36%, First Aid 57%, Human Lore 31%, World Lore 50%, Listen 51%, Scan 85%, Search 48%.

Languages: Zaring 52%, Outsider 30%, Elven 30%.

Equipment: Gastazar carries all weapons listed, including two javelins and 20 arrows. He keeps four javelins and another 30 arrows with Sunshine, his hawk. Gastazar wears a combination of bezaunted, cuirbouilli and leather armour.



SUNSHINE

Awakened Hawk Familiar Of Gastazar

STR	25	Move: 16
CON	14	Hit Points: 22
SIZ	30	Fatigue Points: $39 - 23 = 16$
INT	13	Magic Points: 12
POW	12	DEX SR: 1
DEX	22	

Location	Melee	Missile	Points
Right Claw	01-02	01	6/6
Left Claw	03-04	02	6/6
Abdomen	05-07	03-06	6/8
Breast	08-09	07-11	6/10
Right Wing	10-13	12-15	6/8
Left Wing	14-17	16-19	6/8
Head	18-20	20	6/8

weapon	sr	attack	damage
claw	4	78%	1D8+2D6
bite	7	76%	1D10+2D6

Note: Strikes with both claws simultaneously, bites 3 SRs later.

Spirit Magic (37%): See under Gastazar

Skills: Dodge 73%, Scan 115%, Search 104%.

3. DWARFS

The dwarfs have been on Griffin Island as least as long as men, and probably longer. The elves tell tales of how their ancestors drove the dwarfs underground, and the dwarfs are always quiet about their origins.

Presented here are the statistics for a typical dwarf band, and for the reknowned dwarf, Rockheart Veinseeker. Rockheart could be attached to any dwarf group in your game. The dwarfs have reputations as stingy traders, and are said to charge tolls to people who set foot in "their mountains". Exactly where the border starts and ends is never clear.

Most dwarfs are agrophobes, and are also virtually blind above ground, where the wind and air currents ruin their Earthsense, and their shortsightedness is apparent. Encountered in the open, dwarfs will try very hard to avoid conflict. In an enclosed space, they are among the most deadly of foes - their organisation is virtually instinctive.

ROCKHEART VEINSEEKER

"Old Rock", as he is sometimes called, is well-known and greatly respected among the dwarf communities, acting as liason between the dwarf king and the human inhabitants of the island. Currently, he deals only with his friend, King Skilful of Nidik. In Nidik, the old dwarf usually stays at the Stabbing Cat Inn, where he continually beats Ostakker Three Scar at chess. Whenever above ground, Rockheart will be accompanied by three other dwarfs.

Rockheart is terse in manner, with a well developed sense of humour. If found in Nidik, he is usually there for one of two reasons. He is openly there to collect hunters to trade fur and food for weapons and armour in the mountains. He is also there to deal covertly with the Iron Warriors, who spy for the dwarf king. The dwarfs are anxious to keep an eye on Ockless and Halcyon Var Enkorth, who has already caused them a great deal of trouble. However, they do not wish to undermine the faith King Skilful has in them by openly dealing with King Yalaring Monsterslayer of Surlt, who consorts with elven folk.

ROCKHEART VEINSEEKER

Stonefellow (Priest) Of Dwarf God

STR	21	Move: 2
CON	16	Hit Points: 11
SIZ	6	Fatigue Points: 37 - 33 = 4
INT	15	Magic Points: 20 + Familiar 14 = Total 34
POW	20	
DEX	20	DEX SR: 1
APP	9	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	8/4
Left Leg	05-08	04-06	8/4
Abdomen	09-11	07-10	8/4
Chest	12	11-15	8/5
Right Arm	8-15	16-17	8/3
Left Arm	16-18	18-19	8/3
Head	19-20	20	8/4

weapon	sr	attack	damage	parry	points
Warhammer	6	113%	1D6+2+1D4	48%	10
Buckler	7	51%	1D4+1D4	94%	18
2h Axe	6	87%	1D8+2+1D4	68%	8
10 Shot Crossbow	1/5/9	127%	2D6+2	15%	15

Sorcery: (In Familiar:) Halt Damage¹ 57%, Aim² 42%, Great Blow³ 48%, Magic Dart⁴ 60%, Skin Of Strength⁵ 38%, Visual Confusion⁶ 50%, Audible Confusion⁷ 32%, Increase Mass⁸ 38%. (Free INT = 15)

- (1) Halt Damage is the exact opposite of Damage Boosting.
- (2) Each intensity of Aim adds +2% to the chance to hit with a missile weapon upon which the spell is cast.
- (3) Great Blow acts like Aim except that it adds 3%, and can only be cast on melee weapons.
- (4) An intensity 1 Magic Dart spell creates a single magic dart which will cause 1D3 damage to a target provided that its Magic Points are overcome. An intensity 2 spell causes 2D3 damage, etc. This damage is reduced by armour.
- (5) Each intensity of Skin Of Strength blocks 1D3 points of damage for the first blow that strikes it. This includes critical or special hits.
- (6) Visual confusion acts like Shimmer against vision dependant creatures; each intensity also gives +5% Hide vs visual senses.
- (7) Audible Confusion acts like Visual Confusion, except that it works against sound dependant senses (eg, troll Darksense).
- (8) Each point of Increase Mass adds one ENC to an item upon which it is cast. On a weapon, one ENC increases the STR and DEX requirements by one.

Divine Magic (67%): Absorption 4, Command Gnome x2, Heal Body x3, Shield 2, Truehammer x2.

Magic Skills: Ceremony 83%, Enchant 59%, Summon 38%, Duration 49%, Intensity 50%, Multispell 47%, Range 50%.

Skills: Climb 68%, Jump 22%, Ride 37%, Fast Talk 60%, Orate 72%, Craft Stone 58%, Craft Metal 64%, Dwarf Lore 73%, Evaluate 104%, First Aid 87%, Human Lore 47%, Mineral Lore 88%, Conceal 59%, Devise 103%, Sleight 40%, Earthsense Scan 68% (05%), Earthsense Search 57% (05%), Listen 84%, Visual Scan 38%, Visual Search 56%, Hide 44%.

Languages: Dwarf 88%, Zaring 50%, Dwerrow 39%, Slarge 13%, Outsider 23%.

Magic Items: Rockheart carries eight doses of a magic potion which will instantly restore the Magic Points of the drinker. This will not work for trolls, and also counts as a POT 10 systemic poison for all but dwarfs. He has a small glass bead which shines fluorescent yellow when cast into a camp fire, and a small copper mallet which holds four bound (4m³) gnomes. Rockheart's familiar is a ghost (INT 8, POW 14) bound into a ring, and given the characteristics of STR, CON, and DEX.

Equipment: Rockheart wears chainmail and leather armour if he is likely to be exposed to danger or travels in the open. He carries the listed weapons, fourteen days food and 50 crossbow bolts. Rockheart's crossbow is a typical dwarf repeater, except that it does more damage and takes a full round to reload a bolt. If used by a non-dwarf, any rolls to hit will automatically fumble. This weapon is virtually useless to Rockheart when he is in the open, since he can "see" no farther than nine meters anyway. Rockheart also carries 15 gold coins worth 20 pennies each.

Notes: Every morning Rockheart casts Aim, Great Blow, and Skin Of Strength on himself at an intensity of 6. This incorporates two Skin Of Strength spells, and costs the dwarf 16 Magic Points. The additional skill percentages are already recorded in Rockheart's statistics. All of Rock's spells are dwarf secret magics, and are destined to remain so!

DWARF LEADER

Stonefellow Of Dwarf God

STR	11 (16)	Move: 2
CON	18	Hit Points: 13
SIZ	8	Fatigue Points: 29 - 28 = 1
INT	15	Magic Points: 13 + 11 Power Spirits + 9 Matrix = 33 Total
POW	13	
DEX	16(21)	DEX SR: 1
APP	8	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	8/5
Left Leg	05-08	04-06	8/5
Abdomen	09-11	07-10	8/5
Chest	12	11-15	8/4
Right Arm	13-15	16-17	8/4
Left Arm	16-18	18-19	8/4
Head	19-20	20	8/4

weapon	sr	attack	damage	parry	points
2h Axe	6	84%	2D6+7	88%	10
Dagger	7	37%	1D4+2	35%	7
Buckler	7	40%	1D4	80%	8
5 Shot Crossbow	1/5/9	89%	2D4+2	31%	8

Sorcery: Damage Boosting 37%, Skin Of Strength 35%, Palsy 40%.
(Free INT = 13)

Divine Magic (72%): Absorption 2, Berserk, Heal Body x2, Shield 5, True Axe x2, True Hammer.

Magic Skills: Ceremony 55%, Enchant 48%, Summon 38%, Intensity 40%.

Skills: Climb 31%, Fast Talk 40%, Orate 42%, Dwarf Lore 53%, Evaluate 88%, First Aid 47%, Mineral Lore 78%, World Lore 51%, Conceal 80%, Devise 64%, Earthsense Scan 59%, Earthsense Search 45%, Listen 82%, Visual Scan 50%, Visual Search 32%, Hide 40%.

Languages: Dwarf 72%, Zaring 35%, Dwerrow 35%.

Magic Items: Carries a carved quartz chisel which holds his power spirits, three doses of a potion which will completely annihilate a gorp, and a silver bowl which contains his Magic Point Matrix. This bowl has a secondary property - if filled with burning oil, when all the oil is spent (in perhaps an hour or two) the Magic Points of the bowl will be refilled. The dwarf has four doses of oil specifically for this purpose.

Equipment: Wears a full suit of chain and leather, and carries the listed weapons, including 20 crossbow bolts. He has 63 pennies in a purse.

Notes: Adept has cast Damage Boosting, Enhance STR, Enhance DEX, and Spell Resistance at intensity 5 on this priest.

TYPICAL DWARF SORCEROR

STR	18	Move: 2
CON	16	Hit Points: 11
SIZ	5	Fatigue Points: 34 - 14 = 20
INT	18	Magic Points: 18 + 16 Familiar + 12 Stored +
POW	18	22 Power Spirits = 68 Total
DEX	14	DEX SR: 3
APP	12	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	5/4
Left Leg	05-08	04-06	5/4
Abdomen	09-11	07-10	5/4
Chest	12	11-15	5/5
Right Arm	13-15	16-17	5/3
Left Arm	16-18	18-19	5/3
Head	19-20	20	5/4

weapon	sr	attack	damage	parry	points
Light Crossbow	3	50%	1D6 + 2	26%	6
Gladius	8	39%	1D6 + 1	35%	10
Buckler	9	28%	1D4	44%	8

Sorcery: (In Intellect Spirits:) Damage Boosting 69%, Palsy 74%, Enhance DEX 58%, Neutralise Magic 40%, Enhance STR 57%, Spell Resistance 59%.

One Use Divine Magic (86%): Heal Body, Shield 2. (Familiar:) Heal Body.

Magic Skills: Ceremony 57%, Enchant 40%, Summon 39%, Duration 62%, Intensity 60%, Multispell 57%, Range 53%.

Skills: Climb 35%, Dodge 12%, Jump 40%, Throw 62%, Fast Talk 42%, Earthsense Scan 68%, Earthsense Search 53%, Visual Scan 50%, Visual Search 32%, Hide 41%.

Languages: Dwarf 62%, Zaring 30%, Dwerrow 30%.

Magic Items: This dwarf carries four stone balls. One is his familiar, one holds his power spirits, one his intellect spirits and the third is his Magic Point Matrix. A condition lies on these items such that they can only be used by somebody who speaks their names in the correct order - to most the stones are indistinguishable. The familiar's name is Lustre, the intellect spirit stone is named Groundstrength, the power spirit stone is called Riverworn, and the matrix is named Soulstone.

Equipment: The sorcerer wears ring armour, and carries the listed weapons including 35 crossbow bolts. He has four days rations, 30 pennies and a signal flare.

Notes: Casts intensity 5 Enhance STR, Enhance DEX, Damage Boosting, and Spell Resistance spells on the patrol every morning. This costs 19 Magic Points. Increases due to these spells are already noted in the statistics.

TYPICAL DWARF TROOPERS

Initiates Dwarf God

STR	15(20)	Move: 2
CON	15	Hit Points: 12
SIZ	8	Fatigue: 30 - 25 = 5
INT	16	Magic Points: 14
POW	14	DEX SR: 3
DEX	15(20)	
APP	9	

weapon	sr	attack	damage	parry	points
Battleaxe	8	67%	1D8 + 7 + 1D4	35%	8
Warhammer	8	65%	1D6 + 2 + 1D4	34%	10
5 Shot Crossbow	3/9	60%	2D4 + 2	30%	8
Buckler	9	27%	1D4 + 1D4	65%	8

Sorcery: Damage Boosting 20%, Damage Resistance 19%, Palsy 24%.

Magic Skills: Ceremony 31%, Intensity 25%.

Skills: Climb 40%, Jump 23%, Fast Talk 19%, Sing 42%, Evaluate 67%, First Aid 55%, Conceal 37%, Devise 55%, Earthsense Scan 65%, Earthsense Search 64%, Visual Scan 37%, Visual Search 42%, Hide 30%.

Languages: Dwarf 55%, Zaring 30%, Dwerrow 19%.

Equipment: Each dwarf trooper carries the listed weapons, wears lamellar armour with cloth padding, and has ten days food. He or she also has 5D10 pennies and a signal flare.

Notes: Each dwarf has Enhance STR, Enhance DEX, Damage boosting, and Spell Resistance intensity 5, renewed each morning by the patrol's sorcerer.

DWARF TROOPER ONE

attributes	location	melee	missile	points
HP:12	Right Leg	01-04	01-03	7/4
FP:5	Left Leg	05-08	04-06	7/4
MP:14	Abdomen	09-11	07-10	7/4
Axe 8	Chest	12	11-15	7/5
Hammer10	Right Arm	13-15	16-17	7/3
Shield 8	Left Arm	16-18	18-19	7/3
	Head	19-20	20	7/4

DWARF TROOPER TWO

attributes	location	melee	missile	points
HP:12	Right Leg	01-04	01-03	7/4
FP:5	Left Leg	05-08	04-06	7/4
MP:14	Abdomen	09-11	07-10	7/4
Axe 8	Chest	12	11-15	7/5
Hammer10	Right Arm	13-15	16-17	7/3
Shield 8	Left Arm	16-18	18-19	7/3
	Head	19-20	20	7/4

DWARF TROOPER THREE

attributes	location	melee	missile	points
HP:12	Right Leg	01-04	01-03	7/4
FP:5	Left Leg	05-08	04-06	7/4
MP:14	Abdomen	09-11	07-10	7/4
Axe 8	Chest	12	11-15	7/5
Hammer10	Right Arm	13-15	16-17	7/3
Shield 8	Left Arm	16-18	18-19	7/3
	Head	19-20	20	7/4

4. ELVES

Elves encountered outside of their forests are usually on a special mission of some kind. Elf parties on business almost always feature a priest from each caste of the elf religion. Presented here are some typical elves, and the notable elves Strongbark and Darkflower, who are most likely to be found in Surlt. The links in this group are always closer, since a number of the members are relatives of Strongbark.

The typical elf statistics contain details for individual members of Strongbark's group. These details (and the name in parenthesis) only apply to Strongbark's group.

STRONGBARK

A dedicant of the Light aspect of the Elf goddess, Strongbark leads his party and is well known throughout the south island. Strongbark is loathe to kill any living thing, and will postpone a fight until absolutely necessary. In situations where death is involved, Darkflower usually makes the important decisions anyway. Strongbark is called so because of his iron will; his decisions are always consistent and fair.

DARKFLOWER

Darkflower worships the dark aspect of the Elf goddess, and where Strongbark urges restraint, Darkflower opposes it. If somebody wrongs her, Darkflower will always have revenge (although she can wait, and will not inconvenience the others selfishly). Currently on the top of her list is the renegade traitor Cracktwig and the merchant Cyriel Endlekar, who she believes has been behind a number of orc raids into elf territory.



STRONGBARK Elf Leader

STR	7	Move: 4
CON	9	Hit Points: 8
SIZ	7	Fatigue Points: 16 - 8 = 8
INT	23	Magic Points: 26 + Ally 23 + 17 Stored = Total
POW	26	66
DEX	19	DEX SR: 2
APP	17	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	2/3
Left Leg	05-08	04-06	2/3
Abdomen	09-11	07-10	2/3
Chest	12	11-15	2/4
Right Arm	13-15	16-17	2/3
Left Arm	16-18	18-19	2/3
Head	19-20	20	0/3

weapon	sr	attack	damage	parry	points
Bow	2/7	83%	1D8+1	30%	8
Javelin	2/7	52%	1D8	-	-
Javelin	7	50%	1D6+1	48%	8
Buckler	8	42%	1D4	57%	8

Spirit Magic (95%): Protection 6, Multimissile 5, Heal 6, Shimmer 6. (Known By Ally:)Speedart, Befuddle (2), Coordination 4 (increases DEX to 23, giving +4% to Agility, Manipulation and Stealth skills, and +2% to Magic Skills. Reduces DEX SR to 1), Detect Life, Detect Enemy, Bladesharp 4, Mobility 4.



Divine Magic (92%): Dismiss Magic 2, Divination 6, Extension 2, Find Enemy x2, Find Magic x2, Heal Wound x8, Mindlink 4, Spirit Block 4, Worship (Elf Goddess), Absorption 4, Heal Body x4, Shield 1. (One Use Divine Spells:) Restore Health (INT), Restore Health (DEX), Restore Health (CON), Resurrect (3). (One Use Known By Ally:) Heal Body x2.

Magic Skills: Ceremony 89%, Summon 75%, Enchant 77%.

Skills: Climb 115%, Dodge 58%, Jump 69%, Fast Talk 53%, Orate 62%, Elven Lore 96%, Evaluate 55%, First Aid 83%, Plant Lore 107%, Conceal 65%, Listen 82%, Scan 68%, Search 67%, Track 35%, Hide 89%, Sneak 81%.

Languages: Elven 80%, Zaring 47%, Dwerrow 38%.

Magic Items: Strongbark has a copper rod which allows any elf to cast two Spirit spells at the same time four times a day. He usually casts his Protection and Shimmer spells when using this item. He has bound his ally into the rod, its name is Stem Of Truth (INT 17, POW 23). Stem Of Truth can direct any spells he or Strongbark know through the elf's senses, so long as Strongbark himself is not casting any magic. If Strongbark is ever knocked unconscious by a potentially fatal blow, Stem Of Truth will cast his Heal Body spell to prevent his master dying.

Strongbark also carries a copper leaf which acts as a 17 Magic Point storage matrix, and a bronze leaf which acts as an INT 5 intellect spirit (he plans to give this to King Yalaring in Surlt).

Equipment: Strongbark wears a suit of leather armour. He carries all listed weapons, including 2 javelins and 30 arrows, and 10 gold coins worth 22 pennies each.



DARKFLOWER**Female Elf Warleader**

STR	12	Move: 4
CON	15	Hit Points: 13
SIZ	10	Fatigue Points: 27 - 15 = 12
INT	18	Magic Points: 20 + 16 Power Spirits = Total 36
POW	20	
DEX	21	DEX SR: 1
APP	10	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	4/5
Left Leg	05-08	04-06	4/5
Abdomen	09-11	07-10	5/5
Chest	12	11-15	5/6
Right Arm	13-15	16-17	4/4
Left Arm	16-18	18-19	4/4
Head	19-20	20	4/5

weapon	sr	attack	damage	parry	points
Bow	1/5/9	102%	1D8+1	36%	8
Spear	5	79%	1D8+1	42%	10
Gladius	5	67%	1D6+1	37%	10
Buckler	6	34%	1D4	68%	8

Spirit Magic (88%): Bladesharp 6, Protection 6, Demoralise (2), Speedart.

Divine Magic (88%): Heal Wound x2, Fear x3, Illusory Substance 4, Shield 2, Worship (Elf Goddess).

Magic Skills: Ceremony 48%, Summon 15%, Enchant 21%.

Skills: Climb 98%, Dodge 41%, Jump 55%, First Aid 60%, World Lore 36%, Conceal 78%, Listen 89%, Scan 74%, Search 70%, Track 82%, Hide 100%, Sneak 85%.

Languages: Elven 56%, Zaring 40%, Dwerrow 32%.

Magic Items: Darkflower carries a short rod made from the heartwood of a yew tree. This contains her two power spirits. It also has the property of giving immunity to Fearshock to the possessor if he or she has sacrificed POW to it. Each point of POW sacrificed effectively increases the victim's CON by 1 point for the purpose of resisting Fearshock. Darkflower has sacrificed 3 points to the wood so far.

Darkflower also has a 3m³ shade in a binding enchantment on her bow.

Equipment: Darkflower wears a bezaunted hauberk and cuirboulili elsewhere. She carries the weapons listed, including 30 arrows.

TYPICAL ELVES (Strongbark's Company)

(Names in parenthesis and most notes apply to Strongbark's group only)

STR	8	Move: 4
CON	11	Hit Points: 10
SIZ	9	Fatigue: 19 - 10 = 9
INT	17	Magic Points: 15
POW	15	DEX SR: 3
DEX	15	
APP	12	

weapon	sr	attack	damage	parry	points
Bow	3/9	67%	1D8+1	37%	8
Spear	8	55%	1D8+1	29%	10
Gladius	8	49%	1D6+1	15%	10
Buckler	9	27%	1D4	47%	8

Spirit Magic (65%): Heal 4, Protection 4, Speedart, Disrupt (Light Aspect).

Protection 4, Speedart, Silence 2, Demoralise (2), Mindspeech 1 (Dark Aspect).

One Use Divine Magic (90%): Heal Wound, Heal Body, Shield 1 (Light Aspect).

Heal Wound, Madness x2, Shield 2 (Dark Aspect).

Skills: Climb 85%, Dodge 40%, Animal Lore 34%, Elven Lore 50%, Evaluate 37%, First Aid 36%, Plant Lore 73%, World Lore 34%, Conceal 54%, Listen 72%, Scan 61%, Search 52%, Track 44%, Hide 50%, Sneak 43%.

Languages: Elven 48%, Zaring 12%, Dwerrow 18%.

* Add 20% to these languages for Strongbark's group.

Equipment: Each elf wears leather armour and carries the listed weapons including 30 arrows.

ELF ONE (Greenshrub) - Light Aspect

attributes	location	melee	missile	points
HP:10	Right Leg	01-04	01-03	2/4
FP:9	Left Leg	05-08	04-06	2/4
MP:15	Abdomen	09-11	07-10	2/4
Spear 10	Chest	12	11-15	2/5
Swrd 10	Right Arm	13-15	16-17	2/3
Shld 12	Left Arm	16-18	18-19	2/3
Head	19-20	20	2/4	

Note: Greenshrub is Strongbark's nephew, Pine Daughter's cousin, and Rivertree's wife. He loves his family and would avenge any of them.

ELF TWO (Silver Running) - Dark Aspect

attributes	location	melee	missile	points
HP:12	Right Leg	01-04	01-03	2/4
FP:13	Left Leg	05-08	04-06	2/4
MP:15	Abdomen	09-11	07-10	2/4
Spear 10	Chest	12	11-15	2/5
Swrd 10	Right Arm	13-15	16-17	2/3
Shld 12	Left Arm	16-18	18-19	2/3
Head	19-20	20	2/4	

Note: Silver Running has a CON of 16. She is an impetuous and aggressive elf, sometimes beyond reason. She knows the spell Fanaticism additionally to those noted above.

ELF THREE (Shrubfeeder) - Dark Aspect

attributes	location	melee	missile	points
HP:10	Right Leg	01-04	01-03	2/4
FP:9	Left Leg	05-08	04-06	2/4
MP:15	Abdomen	09-11	07-10	2/4
Spear 10	Chest	12	11-15	2/5
Swrd 10	Right Arm	13-15	16-17	2/3
Shld 12	Left Arm	16-18	18-19	2/3
Head	19-20	20	2/4	

Note: Shrubfeeder's hates humanity, and will relish an opportunity to cause it trouble. His family were destroyed by Zarings from Ockless. A loner, Shrubfeeder's only true friend is Greenwood.

ELF FOUR (Rivertree) - Light Aspect

attributes	location	melee	missile	points
HP:10	Right Leg	01-04	01-03	2/4
FP:9	Left Leg	05-08	04-06	2/4
MP:15	Abdomen	09-11	07-10	2/4
Spear 10	Chest	12	11-15	2/5
Swrd 10	Right Arm	13-15	16-17	2/3
Shld 12	Left Arm	16-18	18-19	2/3
Head	19-20	20	2/4	

Note: Rivertree's APP is 14. She is the wife of Greenshrub. She is well travelled, and speaks Outsider at 30%.

ELF FIVE (Silvan Growth) - Light Aspect

attributes	location	melee	missile	points
HP:10	Right Leg	01-04	01-03	2/4
FP:9	Left Leg	05-08	04-06	2/4
MP:15	Abdomen	09-11	07-10	2/4
Spear 10	Chest	12	11-15	2/5
Swrd 10	Right Arm	13-15	16-17	2/3
Shld 12	Left Arm	16-18	18-19	2/3
Head	19-20	20	2/4	

Note: A happy-go-lucky elf in love with Pine Daughter (Strongbark's daughter). He additionally knows the spell Glamour 4.

ELF SIX (Pine Daughter) - Light Aspect

attributes	location	melee	missile	points
HP:10	Right Leg	01-04	01-03	2/4
FP:9	Left Leg	05-08	04-06	2/4
MP:15	Abdomen	09-11	07-10	2/4
Spear 10	Chest	12	11-15	2/5
Swrd 10	Right Arm	13-15	16-17	2/3
Shld 12	Left Arm	16-18	18-19	2/3
Head	19-20	20	2/4	

Note: Pine Daughter is Strongbark's daughter. Her APP is 17.

5. ORC PATROL

Orcs might be small and occasionally wimpy, but they're certainly not cowardly, and they can use their spiteful cunning to great advantage. Given here is a typical orc patrol. Only occasionally will a Redeye sorcerer-priest be found among a patrol.

ORC CAPTAIN

STR	18	Move: 3 (7 on wolf)
CON	19	Hit Points: 18
SIZ	16	Fatigue Points: 73 - 31 = 6
INT	11	Magic Points: 15
POW	15	DEX SR: 1
DEX	22	
APP	7	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	5/6
Left Leg	05-08	04-06	5/6
Abdomen	09-11	07-10	8/6
Chest	12	11-15	5/8
Right Arm	13-15	16-17	5/5
Left Arm	16-18	18-19	5/5
Head	19-20	20	5/6

weapon	sr	attack	damage	parry	points
Scimitar	4	72%	1D6+2+1D6	50%	10
Composite Bow	1/5/9	80%	1D8+1	22%	7
Spear	4	65%	1D8+1+1D6	35%	10
Knife	5	45%	1D3+1+1D6	20%	4
Target	5	35%	1D6+1D6	66%	12

Sorcery: Damage Boosting 42%, Palsy 38%. (Free INT = 9).

Magic Skills: Ceremony 22%, Intensity 38%.

Skills: Climb 64%, Dodge 30%, Jump 54%, Rife 86%, Throw 50%, First Aid 58%, Listen 76%, Scan 80%, Search 75%, Track 87%, Hide 57%, Sneak 30%.

Languages: Orc 36%, Zaring 25%.

Equipment: Carries 3D20 pennies, and listed wepons (including 30 arrows). Armour is chain and leather on torso, and bezainted and leather elsewhere.



ORC CAPTAIN'S WOLF

STR	18	Move; 7
CON	18	Hit Points; 17
SIZ	15	Fatigue: 36 - 44 = -8
INT	6	Magic Points: 12
POW	12	DEX SR: 2
DEX	16	

Location	Melee	Missile	Points
Right Hind Leg	01-02	01-02	2/5
Left Hind Leg	03-04	03-04	2/5
Hindquarters	05-07	05-09	2/8
Forequarters	08-10	10-14	2/8
Right Fore Leg	11-13	15-16	2/5
Left Fore Leg	14-16	17-18	2/5
Head	17-20	19-20	2/6

weapon	sr	attack	damage
Bite	7	78%	1D8+1D6

Skills: Dodge 57% (32%), Listen 52%, Scan 22%, Smell 72%, Track 82%, Hide 32%, Sneak 32%.



TYPICAL SORCEROR-PRIEST OF REDEYE

STR	14	Move: 3 (7 on wolf)
CON	16	Hit Points: 12
SIZ	8	Fatigue Points: 30 - 3 = 27
INT	15	Magic Points: 14 + Familiar 16 = 30 Total
POW	14	
DEX	17	DEX SR: 2
APP	8	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	(5) 0/4
Left Leg	05-08	04-06	(5) 0/4
Abdomen	09-11	07-10	(5) 0/4
Chest	12	11-15	(5) 0/5
Right Arm	13-15	16-17	(5) 0/3
Left Arm	16-18	18-19	(5) 0/3
Head	19-20	20	(5) 0/4

weapon	sr	attack	damage	parry	points
Scimitar	7	50%	1D6+7	35%	10
Knife	8	45%	1D3+1	12%	4
Buckler	8	35%	1D4	50%	8

Sorcery: (Wolf:) Damage Boosting 72%, Drain 78%, Phantom Sight 58%, Neutralise Magic 65%, Venom 59%, Spell Resistance 49%.

Magic Skills: Ceremony 80%, Enchant 26%, Summon 49%, Intensity 84%, Duration 52%, Multispell 76%, Range 48%.

Skills: Dodge 55%, Ride 81%, First Aid 37%, Listen 59%, Scan 85%, Search 64%.

Languages: Orc 47%, Zaring 15%.

Equipment: Wears a red robe, and carries his scimitar, buckler, knife and 1D10 pennies. His wolf is his familiar.

Notes: Casts Damage Resistance 5 on self and wolf daily, and Multispells Damage Boosting 5 with this casting, placing one on his familiar's teeth and one on his scimitar. This costs the orc 15 Magic Points for a ten hour duration.

SORCEROR-PRIEST'S WOLF FAMILIAR

STR	13	Move: 7
CON	18	Hit Points: 17
SIZ	15	Fatigue Points: 31 - 18 = 13
INT	6	Magic Points: 16
POW	16	DEX SR: 2
DEX	16	

Location	Melee	Missile	Points
Right Hind Leg	01-02	01-02	(5) 2/5
Left Hind Leg	03-04	03-04	(5) 2/5
Hindquarters	05-07	05-09	(5) 2/8
Forequarters	08-10	10-14	(5) 2/8
Right Fore Leg	11-13	15-16	(5) 2/5
Left Fore Leg	14-16	17-18	(5) 2/5
Head	17-20	19-20	(5) 2/6

weapon	sr	attack	damage
Bite	7	90%	1D8 + 5 + 1D4

Skills: Dodge 68% (50%), Listen 100%, Scan 72%, Search 56%, Smell 80%, Track 104%, Hide 80%, Sneak 80%.



BIG ORCS

STR	18	Move: 3 (7 on wolf)
CON	14	Hit Points: 13
SIZ	12	Fatigue: 32 - 19 = 13
INT	11	Magic Points: 11
POW	11	DEX SR: 3
DEX	14	
APP	7	

attributes	location	melee	misile	points
HP:13	Right Leg	01-04	01-03	5/5
FP:13	Left Leg	05-08	04-06	5/5
MP:10	Abdomen	09-11	07-10	6/5
Scimitar 10	Chest	12	11-15	6/6
Spear 10	Right Arm	13-15	16-17	5/4
Target 12	Left Arm	16-18	18-19	5/4
	Head	19-20	20	5/5

weapon	sr	attack	damage	parry	points
Scimitar	7	65%	1D6 + 2 + 1D4	31%	10
1h Spear	7	61%	1D8 + 1 + 1D4	27%	10
Composite Bow	3/9	57%	1D8 + 1	20%	7
Target	8	35%	1D6 + 1D4	58%	12
Knife	8	46%	1D3 + 1 + 1D4	25%	4

Skills: Climb 63%, Dodge 30%, Jump 44%, Ride 64%, First Aid 45%, Listen 83%, Scan 64%, Search 51%, Track 55%, Hide 42%.

Languages: Orc 38%, Zaring 11%.

Equipment: Ring, bezaunted and leather armour, listed weapons (including 30 arrows) and 3D10 pennies.

TYPICAL ORCS

STR	14	Move: 3 (7 on wolf)
CON	11	Hit Points: 10
SIZ	9	Fatigue: 25 - 16 = 9
INT	11	Magic Points: 10
POW	10	DEX SR: 3
DEX	14	
APP	7	

weapon	sr	attack	damage	parry	points
Scimitar	8	53%	1D6 + 2	31%	10
1h Spear	8	45%	1D8 + 1	25%	10
Composite Bow	3/9	53%	1D8 + 1	20%	7
Target	8	31%	1D6	50%	12
Knife	8	44%	1D3 + 1 + 1D4	25%	4

Skills: Climb 50%, Dodge 30%, Jump 42%, Ride 54%, First Aid 31%, Listen 46%, Scan 52%, Search 48%, Track 49%, Hide 29%.

Languages: Orc 35%, Zaring 11%.

Equipment: Ring, bezaunted and leather armour, listed weapons (including 30 arrows) and 1D10 pennies.

TYPICAL ORC ONE

attributes	location	melee	missile	points
HP:10	Right Leg	01-04	01-03	5/4
FP:9	Left Leg	05-08	04-06	5/4
MP:10	Abdomen	09-11	07-10	6/4
Scimitar 10	Chest	12	11-15	6/5
Spear 10	Right Arm	13-15	16-17	4/3
Target 12	Left Arm	16-18	18-19	4/3
	Head	19-20	20	4/4

TYPICAL ORC TWO

attributes	location	melee	missile	points
HP:10	Right Leg	01-04	01-03	5/4
FP:9	Left Leg	05-08	04-06	5/4
MP:10	Abdomen	09-11	07-10	6/4
Scimitar 10	Chest	12	11-15	6/5
Spear 10	Right Arm	13-15	16-17	4/3
Target 12	Left Arm	16-18	18-19	4/3
	Head	19-20	20	4/4

TYPICAL ORC THREE

attributes	location	melee	missile	points
HP:10	Right Leg	01-04	01-03	5/4
FP:9	Left Leg	05-08	04-06	5/4
MP:10	Abdomen	09-11	07-10	6/4
Scimitar 10	Chest	12	11-15	6/5
Spear 10	Right Arm	13-15	16-17	4/3
Target 12	Left Arm	16-18	18-19	4/3
	Head	19-20	20	4/4

TYPICAL ORC FOUR

attributes	location	melee	missile	points
HP:10	Right Leg	01-04	01-03	5/4
FP:9	Left Leg	05-08	04-06	5/4
MP:10	Abdomen	09-11	07-10	6/4
Scimitar 10	Chest	12	11-15	6/5
Spear 10	Right Arm	13-15	16-17	4/3
Target 12	Left Arm	16-18	18-19	4/3
	Head	19-20	20	4/4

WOLVES

STR	16	Move: 7
CON	16	Hit Points: 13
SIZ	10	Fatigue Points: 32 - 29 = 3
INT	5	Magic Points: 11
POW	11	DEX SR: 2
DEX	17	

weapon	sr	attack	damage
Bite	7	53%	1D8 + 1D4

Skills: Dodge 60% (31%), Listen 40%, Scan 32%, Smell 46%, Hide 42%, Sneak 40%.

6. SLARGES

Slarges are weird. The statistics presented here can be used for a normal slarge group, but we have provided an unusual streak for one or two more individual encounters. Use these if the slarges encountered are to be a war band rather than the usual hunting party or family group.

SLARGE WAR PARTY

In the war party, the slarges have enacted a ritual from which they derive special benefits. The slarges in the war party travel naked except for bright red war-paint which covers them from head to foot. Their eyes are painted with a white dye. Guided by their darkness spirits, the slarges are required to atone for their trespasses by conducting a secret mission for their shamans. This involves certain death, but the benefits are apparent.

Each slarge receives a guardian shade large enough to engulf that slarge. These shades manifest constantly as shadows dancing around the slarge, and cannot be driven away by Dismiss Magic or similar spells. Furthermore, they will always re-manifest if destroyed, although this usually takes a number of hours.

The war party also has a guardian ghost called The Eyes Of Darkness who guides them and councils them on the will of the shamans. The ghost will aid the slarges with its magic if they present him with a sentient blood sacrifice at the start of each week.

GIANT SLARGE WARRIOR

STR	29	Move: 4
CON	15	Hit Points: 22
SIZ	28	Fatigue: 43 - 17 = 26
INT	12	Magic Points: 9
POW	9	DEX SR: 2
DEX	18	
APP	11	

weapon	sr	attack	damage	parry	points
Pike	3	64%	2D6 + 2 + 2D6	55%	12
Heavy Mace	4	57%	1D10 + 2D6	38%	10
Kite	5(7)	39%	1D6 + 2D6	53%	16
Boomerang*	2/7	57%	1D8 + 2D3	27%	6

* This war boomerang will not return to the attacker.

Spirit Magic (28%): Bladesharp 2, Bludgeon 2, Protection 2, Speedart.

Skills: Climb 88%, Dodge 13%, First Aid 46%, Reptile Lore 36%, Listen 48%, Scan 53%, Search 44%, Hide 10%.

Languages: Slargetongue 32%.

Equipment: Each slarge carries the listed weapons, including four boomerangs. In the warband, all weapons are decorated with ritually significant yellow tassels. The war party ritual allows each slarge to cast a boomerang at a Hilme or Votank initiate once as if it had the Divine spell of Sureshot cast upon it. Each Giant Slarge member of the warparty has a 3m³ shade guardian.

GIANT SLARGE

attributes	location	melee	missile	points
HP:22	Tail	01-02	01	6/7
FP:26	Right Leg	03-05	02-04	6/8
MP:9	Left Leg	06-08	05-07	6/8
Spear 12	Abdomen	09-11	08-11	6/8
Mace 10	Chest	12	12-15	6/10
Kite 16	Right Arm	13-15	16-17	6/7
	Left Arm	16-18	18-19	6/7
	Head	19-20	20	6/8

LESSER SLARGE GUARDS

STR	13	Move: 4
CON	16	Hit Points: 13
SIZ	10	Fatigue: 29 - 10 = 19
INT	15	Magic Points: 10
POW	10	DEX SR: 2
DEX	16	
APP	13	

weapon	sr	attack	damage	parry	points
Longbow	2/9	64%	1D8 + 1	21%	6
Poleaxe	5	62%	3D6	50%	10
Kukri	6	54%	1D4 + 3	24%	8
Buckler	7	30%	1D4	47%	8

Spirit Magic (40%): Bladesharp 2, Multimissile 3, Heal 3, Disrupt, Shimmer 2.

Skills: Climb 68%, Dodge 53%, First Aid 35%, Reptile Lore 56%, Listen 51%, Scan 61%, Search 54%, Hide 50%, Sneak 47%.

Languages: Slargetongue 37%, Dwerrow 30%, Zaring 11%

Equipment: Carries weapons listed, including twenty arrows and a supply of beetles which will provide nutrition for fifteen days. Lesser slarges in the warparty do not wear any griffin-feather armour, which is soundless, gives 2 points of protection and weighs 3 ENC. Each Lesser Slarge in the warparty is accompanied by a 2m³ shade.

LESSER SLARGE ONE

attributes	location	melee	missile	points
HP:13	Tail	01-02	01	3/4
FP:19	Right Leg	03-05	02-04	5/5
MP:10	Left Leg	06-08	05-07	5/5
Axe 10	Abdomen	09-11	08-11	5/5
Kukri 8	Chest	12	12-15	5/6
Buckler8	Right Arm	13-15	16-17	5/4
	Left Arm	16-18	18-19	5/4
	Head	19-20	20	5/5

Note: Additionally knows the spirit spell Darkwall (2). This slarge also acts as the leader of the Lesser Slarges, who would willingly die at his command.

LESSER SLARGE TWO

attributes	location	melee	missile	points
HP:13	Tail	01-02	01	3/4
FP:19	Right Leg	03-05	02-04	5/5
MP:10	Left Leg	06-08	05-07	5/5
Axe 10	Abdomen	09-11	08-11	5/5
Kukri 8	Chest	12	12-15	5/6
Buckler8	Right Arm	13-15	16-17	5/4
	Left Arm	16-18	18-19	5/4
	Head	19-20	20	5/5

Note: Has a forked tongue continually protruding from mouth. This is not a chaos feature.

LESSER SLARGE THREE

attributes	location	melee	missile	points
HP:13	Tail	01-02	01	3/4
FP:19	Right Leg	03-05	02-04	5/5
MP:10	Left Leg	06-08	05-07	5/5
Axe 10	Abdomen	09-11	08-11	5/5
Kukri 8	Chest	12	12-15	5/6
Buckler 8	Right Arm	13-15	16-17	5/4
	Left Arm	16-18	18-19	5/4
	Head	19-20	20	5/5

THE EYES OF DARKNESS

Ghost Ally Of Warband

Note: Binding centred around location of war band.

INT	18	Magic Points: 32
POW	32	

Spirit Magic (100%): Protection 6, Fanaticism, Multimissile 3, Spirit Screen 3, Fireblade (4), Extinguish 1.

Divine Magic (100%): Absorption 4, Shield 6, True Axe, Mindblast (2).

Note: The Eyes Of Darkness manifests as a huge (SIZ 30) pitch black slarge, breathing smoke from its nostrils.

7. SUCCUBUS

Succubi are spirits which manifest as attractive seductresses, usually to sleeping men. They can only be encountered at night, and so this encounter will not occur until the night after it has been rolled. A succubus can enter a room through a knothole or keyhole, and must leave via that same access. If it cannot leave the room, then it dies when the sun rises. Such spirits are usually found where men congregate, and may well attach themselves to a travelling group of men in a lonely wilderness.

SUCCUBUS

SIZ	11	Move: 14 (= Magic Points)
INT	12	Hit Points: 11
DEX	11	Magic Points: 14
APP	18	

Location	1D20	Points
Body	01-20	0/11

Notes: Being seduced by an succubus costs the victim 1D3 POW, and gives the spirit that many Magic Points. The succubus will seduce one victim a night.

The succubus is tangible, it has SIZ, but lacks STR and therefore cannot manipulate material objects, except to caress those it seduces. It cannot pass through solid objects, although it can enter a room by finding a hole at least as big as a child's thumb.

A succubus cannot be slain by physical weapons, although magic spells such as Bladesharp or Disrupt will harm it. If hit at all, the succubus will dissolve into a wavering mist and it will attempt to flee. Sunlight instantly destroys an succubus.

8. ZARINGS

This is an encounter with the hunters who populate the island outside the citadels. The Zarings are organised into clans, and the clan heads each owe fealty to one of the citadels. Provided here are statistics for a master hunter, some typical hunters and working dogs, although women and children gatherers could be encountered. The master hunter statistics will do for any such individual. There are a number of well-known master hunters, including Zogrosh Runechest, who is presented among the player handouts.

ZARING MASTER HUNTER (Initiate Votank)

STR	14	Move: 3
CON	12	Hit Points: 13
SIZ	13	Fatigue Points: 26 - 15 = 11
INT	15	Magic Points: 15
POW	15	DEX SR: 2
DEX	16	
APP	12	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	2/5
Left Leg	05-08	04-06	2/5
Abdomen	09-11	07-10	2/5
Chest	12	11-15	2/6
Right Arm	13-15	16-17	0/4
Left Arm	16-18	18-19	0/4
Head	19-20	20	0/5

weapon	sr	attack	damage	parry	points
Javelin	2/7	118%	1D8+1D2	-	-
Atlatl/Javelin	2	115%	1D8+1D6+1D2	27%	6
Javelin	6	96%	1D6+1+1D4	52%	8
Bow	2/7	108%	1D6+1	34%	5
Target	7	33%	1D6+1D4	87%	12
Knife	7	58%	1D3+1+1D4	36%	4

Spirit Magic (60%): Slow 6, Protection 2, Coordination 4 (DEX=20, giving +4% on Agility, Manipulation, Stealth, and +2% on Magic skills, reduces DEX SR to 1), Repair 2, Speedart. (Matrices:) Silence 4, Multimissile 5, Heal 3, Darkwall (2), Farsee 3.

One Use Divine Magic (85%): Sureshot, Command Deer, Command Cattle.

Skills: Climb 72%, Dodge 58%, Jump 74%, Swim 43%, Animal Lore 94%, Craft Wood 52%, Craft Bone 50%, Craft Hide 38%, First Aid 47%, Human Lore 23%, Plant Lore 70%, World Lore 37%, Conceal 68%, Listen 85%, Scan 91%, Search 43%, Track 104%, Hide 98%, Sneak 78%.

Languages: Dwerrow 41%, Zaring 30%.

Equipment: The master hunter carries five javelins, his bow, atlatl and 10 arrows, as well his shield and iron knife. He wears warm furs and carries a number of unskinned small mammals.

TYPICAL ZARING HUNTERS (Initiates Votank)

STR	12	Move: 3
CON	10	Hit Points: 11
SIZ	12	Fatigue: 28 - 11 = 17
INT	13	Magic Points: 15
POW	15	DEX SR: 3
DEX	10	
APP	10	

weapon	sr	attack	damage	parry	points
Javelin	3/9	68%	1D8	-	-
Atlatl	3	60%	1D8+1D6	23%	6
(& Javelin)					
Javelin	7	48%	1D6+1	36%	8
Bow	3/9	66%	1D6+1	25%	5
Buckler	8	26%	1D4	40%	8

attributes	location	melee	missile	points
HP:11	Right Leg	01-04	01-03	2/4
FP:11	Left Leg	05-08	04-06	2/4
MP:15	Abdomen	09-11	07-10	2/4
Javelin 8	Chest	12	11-15	2/5
Shld 8	Right Arm	13-15	16-17	2/3
	Left Arm	16-18	18-19	2/3
	Head	19-20	20	0/4

Spirit Magic (64%): Slow 2, Heal 1, Speedart.

One Use Divine Magic (89%): Sureshot x2.

Skills: Climb 77%, Dodge 35%, Jump 48%, Animal Lore 52%, First Aid 40%, Human Lore 20%, Plant Lore 43%, World Lore 30%, Conceal 58%, Listen 60%, Scan 63%, Track 71%, Hide 54%, Sneak 47%.

Languages: Dwerrow 37%, Zaring 29%.

Equipment: Each hunter carries his bow, two javelins, twenty arrows, and his atlatl. He wears fur clothing and carries small game captured earlier in the day.

TYPICAL HUNTING DOGS

STR	5	Move: 7
CON	11	Hit Points: 7
SIZ	4	Fatigue Points: 16
INT	5	Magic Points: 10
POW	10	DEX SR: 3
DEX	13	

weapon	sr	attack	damage
Bite	9	53%	1D8-1D4

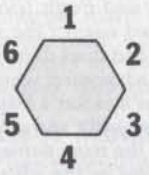
attributes	location	melee	missile	points
HP:7	Right Hind Leg	01-02	01-02	0/3
FP:16	Left Hind Leg	03-04	03-04	0/3
	Hindquarters	05-07	05-09	0/4
	Forequarters	08-10	10-14	0/4
	Right Fore Leg	11-13	15-16	0/3
	Left Fore Leg	14-16	17-18	0/3
	Head	17-20	19-20	0/3

Skills: Dodge 52%, Listen 58%, Track 95%.



Minor Encounters

This section includes items, places, or happenings which are unusual enough to warrant special gamemaster mention. They can appear either at the gamemaster's whim, or when rolled randomly on the encounter table.



DIRECTION RANDOMIZER

Several Found Encounters require that a hex be located at a random distance from the encounter and in a random direction. Roll 1D6 and locate the needed hex the rolled distance (a second roll depending on the individual situation) from the indicated hex side.

Minor Encounters Descriptions

The following entries describe the Minor Encounters found on the Minor Encounters table.

(1) A pile of Human Bodies

A pile of six corpses. They are foreign adventurers of some sort. Their bodies are stripped of arms and armor and bear the marks of orcish weapons. One of the adventurers recognizes one or more of the dead men and women 25% of the time. A successful Search or Detect Magic will reveal the presence of a silver ring with a three point Heal matrix engraved into it.

(2) A Votanki Totem

This consists of a sharp stick thrust into the ground. Set on the stick is a weathered animal skull covered with painted magic symbols.

Optional — a STR-affecting wraith of INT 12, CON 39, and 19 magic points has been bound to the totem. It knows no spells.

(3) A Large, Old Chest

An adventurer sees the corner of a large, old chest half-covered with sod and small plants, sticking out of the ground. The chest contains rotted packing material, three fist-sized clear glass balls worth 100 pennies each to those having a use for such things, and a poisonous snake.

The Snake

attributes	location	1D20	points
HP: 7	tail	01-06	0/3
MP: 12	body	07-14	0/4
FP: 19	head	15-20	0/3

Note: The snake has a SIZ of 1, so 30% is subtracted from chances of hitting it.

weapon	sr	attack	damage
Bite	9	60%	1D4+POT 13 venom

Dodge: 40%

Minor Encounter Table

Roll percentile dice and read down the D100 column to find the rolled result. Mark off Minor Encounters as they are discovered, unless you wish to modify them for reuse, or if they bear an R in the notes column.

D100	notes	encounter	D100	notes	encounter
01-04	—	(1) a pile of human bodies	56-59	R	(17) burning sensation
05-06	R	(2) a Votanki totem	60	H	(18) a mound with a hole in it
07-08	H	(3) a large old chest	61-64	—	(19) an abandoned village
09-16	—	(4) a standing mummy	65-66	R	(20) a crack in the ground
17-20	—	(5) a stone statue	67-74	—	(21) three statues
21-22	M	(6) diseased Warrior of Wood	75-77	—	(22) a burial mound
23-33	R	(7) crucified foes	78-80	H,R	(23) dinosaur eggs
34-38	R	(8) old Road	81-84	N,R	(24) hot weather
39-42	M	(9) a hawk alights	85-88	N,R	(25) cold snap
43-45	R	(10) a cry for help!	89	—	(26) a stone sphere
46-47	—	(11) pyramid of skulls	90-91	R	(27) an oddly-colored fruit tree
48	N,R	(12) the air and sky grow cold	92-94	H	(28) a gleaming pool
49-50	—	(13) dark clearing	95	N,R	(29) the Elsewhere Effect
51-52	M	(14) a dazed elf	96-98	—	(30) a longboat
53	H	(15) a glint in the grass	99	N	(31) a vision in the sky
54-55	—	(16) a feeling of weakness	00	—	(32) dead place

Explanation of Notes:

- H: These counters are hidden. When first generated, note their location on the gamemaster's map but do not inform the players of their existence until a successful Search of the hex has been performed.
- N: These encounters do not have a fixed location. When they are generated, their effects are taken into account, but they are not permanently marked on the map.
- R: These encounters are repeatable. When first rolled, do not cross them off the list, though they are still marked on the map. Each separate encounter with one such item indicates a different but similar occurrence. The gamemaster should vary details from encounter to encounter.

(4) A Standing Mummy

A mummified giant slarge (definitely and completely dead) wearing SIZ 26 chainmail and holding a large battle axe is standing in the middle of nowhere, as if waiting for something. It is propped up by a wooden pole.

(5) A Stone Statue

A 5 meter-tall ancient stone statue of a man (very, very, realistic-looking — could even fool someone into thinking it is a live giant) is buried up to its waist in earth. Vines and small plants grow out of crevices and cracks in the figure. In a hollow place near where his heart would be is a pile of animal droppings. Buried within this pile is a 20 cm. diameter iron ring containing Sylph Binding Enchantment. The ring does not currently hold a sylph.

(6) Diseased Warrior of Wood

An eternally-living monster made out of a live tree wanders about the wilderness. It has a diseased spirit and is hostile to all elves. It will ignore humans and others unless attacked or accosted. If an elf is in a party, it will attack the entire party. The vegetable nature of the warrior allows it to take fantastic damage without much notice. In addition, the following special restrictions should be noted:

- Impaling-type weapons, such as arrows, spears, and daggers, do only 1 point of damage (maximum) after penetrating armor, but can get stuck in the warrior on an impaling roll (as per normal impaling rules).
- Crushing weapons such as maces, flails, and mauls, do only half the damage rolled.
- Slashing weapons such as swords and axes do full value amage.
- Spells affecting the emotions or intellect such as Befuddle, Fear, Madness, or Stupefy, have no effect.
- A Firebladed or Firearrowed weapon or missile will do normal Fireblade or Firearrow damage.

If the warrior is near destruction, it will attempt to escape. Even if badly wounded, it can use its Hide ability when in forest or lightly-wooded areas.

Warrior of Wood

attributes	location	1D20	points
HP: 43	trunk	01-07	12/21
MP: 12	branch 1	08-10	5/8
Move: 3	branch 2	11-13	4/5
	branch 3	14-16	3/3
	branch 4	17-18	3/3
	branch 5	19-20	3/3

weapon	sr	attack	damage
Branch 1	4	30%	4D6
Branch 2	6	40%	3D6
Branch 3	8	20%	2D6
Branch 4	9	20%	2D6
Branch 5	10	10%	2D6

Note: the warrior can attack using all four branches each round, against up to four separate opponents. It cannot parry or dodge.
The warrior never suffers from fatigue. It is SIZ 40 and approximately 12 feet tall.

Skills: Hide 90%, Sneak 85%

Treasure: a ruby worth 100 pennies and a sapphire worth 2000 pennies are wedged in the crotches of the tree-warrior's branches. To find them, a successful Search must be made on the trunk.

(7) Crucified Foes

Three orcs are hung upside-down on crosses. They have each taken 10 points of damage, possibly killing some or all of them. Any still alive plead to be taken off the crosses, offering to tell the location of their treasure, sell their grandmothers, anything that the player characters might believe.

(8) Old Road

One hundred meters of six-meter wide road, paved with one-meter-square stone blocks. If the adventurers just cross the road, nothing happens. If, however, they enter at one end of the road and walk to the other end, a squad of ghostly warriors with flaming eyes appears from nowhere, riding huge horned and armored war beasts. They are dressed in outlandish armor and clothing. Anyone succeeding in a Human Lore recognizes that the styling is a mainland fashion at least 1000 years old. The warriors appear ghostly and faint. They brandish their weird weapons and charge through the party. Each adventurer must resist with his POW vs. a POW of 15. Those who fail lose 1D6 POW and a randomly selected melee hit location goes numb and paralyzed for an hour. The ghostly warriors charge down the road and disappear, never to be seen again.

Each adventurer affected by the ghosts gains an unusual ability. Whenever the hit location affected by the ghost's passage takes damage in combat after accounting for armor and magic (even from missile weapons), the damage is reflected against the attacker. The effect acts like a Disruption spell and does damage to the attacker equal to the damage which the adventurer would have taken. The adventurer must overcome the attacker's magic points to do this, but the effect acts instantaneously and costs no magic points. There is a limit, however — the most damage which can be reflected is equal to the POW lost by the adventurer to the ghosts. If the damage sustained in a single blow is greater than the POW lost to the ghosts, the proper amount is reflected and the excess affects the adventurer normally.

(9) A Hawk Alights

A hawk bearing a message alights on a group member's shoulder (preferably a Hilme worshipper). The note says:

Please to be rescuing me. Captured am I by slarges evil. Offer I many times many full value coins of gold for rescue. Follow the Hawk.

In Hilme's Name
Starnia, priestess

Starnia Stormrender has been captured by a slarge warparty, and offers a ransom of 1100 pennies for her freedom. The note is written, rather clumsily, in all the languages Starnia knows (her stats are found in the Citadel Warriors section of the Griffin Island Encounters book). The slarge defense will be tough, but combat may not be necessary. They can be bought off.

(10) A Cry for Help

A voice cries for help from the distance. Not far away, the adventurers can see a tree (regardless of the terrain, there is a tree!) Surrounding it are a group of local predators (anything from wolves to a gorgosaur). They seem to be feeding on something and menacing a hapless victim perched in the upper limbs of the tree. Will our heroes rescue this person in distress?

The victim should be a well-known Griffin Island personality, such as Errap Barbacon, or even Maugre himself, or one of the gamemaster's own original characters. Select the character who makes the most interesting encounter, given the locale, but make the situation logical. The object at the tree's base that the predators are feeding on is either the victim's former mount or his former bodyguard(s).

(11) Pyramid of Skulls

A three-meter-high pyramid of skulls. Nearly every kind of creature living on the island is represented here. The ones on the top are fresh, the bottom ones could be centuries old.

(12) The Air and Sky Grow Cold

At mid-day, the sun goes dark unnaturally for 1D6 hours and a supernatural storm rages across the sky. During the storm, all who do not find shelter will be Demoralized (as per the spirit magic spell) for the duration, with the exception that initiates of Aeolus act as if under the effects of Fanaticism. Those who succeed in a Search roll whilst gazing skyward will see a ghostly image of a gargantuan warrior riding across the heavens.

(14) A Dazed Elf

A single elf, dazed and confused, is found. He or she can either be rolled up for the occasion, or he or she could turn out to be an old acquaintance, at the gamemaster's discretion.

(15) A Glint in the Grass

An ancient haunted sacrificial ground, the land itself is defiled, and attacks the magic points of every character crossing it with its own POW of 25, draining 1D4 magic points each time it is successful. The area is irregular in shape and approximately 100 meters across. One attack is made per round against all crossers. Anyone reduced to 0 magic points will begin to lose POW instead.

(17) Burning Sensation

A field of poisonous plants grows here. Walking upon them and crushing the leaves exudes an acid which eats away 1 point of armor per round until all protection is gone, and then begins to corrode flesh. A Search roll is needed to spot these plants once characters are in them: they are small waxy-leaved ground-huggers, dark green with sharp tips to the leaves.

(18) A Mound with a Hole in It

A one-meter-wide opening in the top of a large mound leads downward through a three-meter-long shaft into a cylindrical room, ten meters across and five meters high. The room is walled in granite and is empty.

(19) An Abandoned Village

Decaying and falling apart, the village has no bodies, occupants, or signs of violence. Several of the buildings are intact enough to serve as shelters for the night or even permanent bases. A thorough Search uncovers a painted stone showing stick men and women entering a dark hole. A battle is taking place between the stick men and other, horned, figures who follow them.

(20) A Crack in the Ground

The crack issues forth a noxious vapor. Standing over the crack and inhaling the vapors causes the inhaler to feel faint and collapse if his CON is overcome by a potency of 15.

(21) Three Statues

Standing out in the open are three very life-like stone statues. They could be people turned to stone by weird magic, exotic monsters, or godly curse.

(22) A Burial Mound

An ancient burial mound is guarded by a basilisk which dwells nearby. If anyone starts to dig into the mound, the basilisk comes to the mouth of its hole (about 30m away from the mound) and begins to glare at the workers, trying to kill them one by one with its maleficent gaze. If it is attacked or spells or missiles hurled at it, it retreats into its hole. If anyone tries to get into the hole at it, it sits at the back and glares balefully (with deadly effect) at the intruder. If the party does not leave someone to at least guard the hole and they return to the mound, the basilisk comes out again and starts to glare at them some more.

For the basilisk's lethal powers, consult the *RuneQuest* Creatures book.

Basilisk

attributes	location	melee	missile	points
HP: 8	tail	01-02	01	2/3
MP: 17	rh leg	03-04	02	2/3
FP: 18	lh leg	05-06	03	2/3
Move: 2/3	hind Q	07-08	04-08	2/4
	fore Q	09-10	09-14	2/4
	r wing	11-12	15	2/3
	l wing	13-14	16	2/3
	rf leg	15-16	17	2/3
	lf leg	17-18	18	2/3
	head	19-20	19-20	2/3

weapon	sr	attack	damage
Glance	1	100%	Death (see RQ rules)
Bite	10	45%	1D6+venom

Note: this basilisk's stare is as per a 4-point divine spell.

Skills: Dodge 65%, Hide 80%

Treasure: buried about two meters down in the mound are 200 pennies and a bracelet worth 40 pennies more. Buried three meters below that is the real treasure: a fist-sized emerald worth 10,000 pennies; a silver pendant worth 280 pennies holding a small vial — anyone drinking the contents of the vial receives +3D6 to their CON for one hour, after which the extra CON vanishes and they lose 1D6 general hit points; a ruby worth 300 pennies; a torque worth 50 pennies; a flawed diamond worth 13 pennies; a ring with an opal stone worth 180 guilders; a gold bracelet with a Second Sight matrix inscribed into it; a gold nugget worth 120 pennies; and a pink gem worth 140 pennies.

A ghost haunts the fist-sized emerald, and attacks anyone touching it. It tries to possess that character, and if it succeeds, it immediately causes him to commit suicide, freeing the ghost to continue guarding the emerald. The ghost can be freed from its task only by shattering the emerald and hurling the fragments into the sea. If a possessed character is restrained, the ghost will reveal how to free itself.

Ghost: INT 12 POW 19

Ghost Spirit Magic (95%): Befuddle (2), Dispel Magic 7, Spirit Screen 3

(23) Dinosaur Eggs

Half-buried in warm sand is a clutch of 1D10 dinosaur eggs. These leathery ova are each nearly as big as a man. 1D4-1 have already been broken and their contents partially devoured (skeletal remains only). 1D3-1 are just dead (impossible to tell without a Second Sight spell). Any remaining are in good shape. If left alone, they will hatch in 1D6 weeks. The creatures that emerge are baby gorgosaurs. They are the size of a man (see stats) and, if they eat well, will mature and eventually grow to full size (see the Gorgosaur section of the Encounter book).

If allowed to grow to maturity, these creatures gain a full 6 points a year in the following stats up to the maximum possible,

Infant Gorgosaur

(repeat and vary as needed)

characteristics	attributes
STR 16	Move: 4
CON 14	Hit Points: 16
SIZ 17	Fatigue Points: 30
INT 2	Magic Points: 14
POW 14	DEX SR: 3
DEX 14	

location	1D20	points
tail	01-02	4/6
r leg	03-05	4/6
l leg	06-08	4/6
abdomen	09-11	4/8
chest	12-15	4/8
r claw	16	4/5
l claw	17	4/5
head	18-20	4/6

weapon	sr	attack	damage
Foreclaw	7	24%	1D3
Bite	10	39%	1D6+1D6
Kick	10	24%	1D4+1D6

Note: can use both foreclaws simultaneously against one target, and either bite or kick 3 strike ranks later. The bite does no knockback.

Skills: Scan 36%

listed in parentheses: STR (+20D6), CON (+10D6), SIZ (+12D6). After two years, movement becomes 6. Two points of skin protection are gained per year, up to a maximum of 17 points.

(24) Hot Weather

The sun becomes abnormally hot today and remains so for 1D10 days. Unless characters stay in heavy forest, it is so hot that wearing armor may become unbearable. All armor worn is tripled in ENC during the heat wave. The heat is tolerable at night. Any animals encountered have a 50% chance of being either too torpid to move unless actually injured or will be so crazed by the heat that they attack on sight. Intelligent creatures suffer as do characters, bearing the brunt of the no-armor penalties.

(25) Cold Snap

The temperature plummets below freezing and stays that way for 1D10 days. Unprotected characters begin losing hit points at the rate of 1 point every 10 minutes until death. Partially protected characters lose 2D6 hit points per day. Fully protected characters lose 1D3 hit points per day. The only real protection is to get out of the cold into a lean-to or other shelter.

(26) A Stone Sphere

A large, roughly spherical stone with a diameter of 2 meters is sunk almost half into the earth. There is a faint tracery of carving all over the stone, but it is too faint to read. (A Divination spell could reveal the stone's purpose.) If a magic point is given to the stone, it will activate, and the faint carving will begin to glow. For the next 15 minutes, all spells cast by anyone touching the crystal will have 6 magic points added to it. This is useful for punching through Countermagic, Shield, or Spell Resistance.

(27) A Fruit Tree of Odd Color

A single tree of exotic nature bearing fruit indistinguishable from normal cherries is found. The fruit are "cherry bombs." When struck sharply, or when great pressure is applied (such as biting), one will explode, for 1D4 damage. The explosion is a mutation designed to scatter seeds. They may also be thrown like a rock. Several may be thrown at once. If 2 are thrown, roll 1D2 for the number hitting the target on a successful Throw roll. If 3 are thrown, roll 1D3. If 4 are thrown, roll 1D4, and so forth. Roll hit location for each cherry that strikes. If multiple hits are made on a single hit location, the damage is added together. If two cherries hit a single location, the damage would be one roll of 2D4, rather than two individual rolls of 1D4.

The fruit ages after picking, and there is a 5% chance on the first day of a cherry exploding. On the second day, there is a 10% chance. On the third day, a 20% chance. On the fourth day a 40% chance; on the fifth an 80% chance; and on the sixth day all cherries will explode on their own. There is a 30% chance that an exploding cherry will set off all the cherries stored with it (remember the multiple explosion damage).



(28) A Gleaming Pool

This is magic pond heals 1D6 hit points to each hit location immersed in it. The water is non-magic if removed from the pool. Numerous healing plants can be found around the pool.

Optional: a benevolent water naiad lives in the pool.

(29) The Elsewhere Effect

As they walk through the area the adventurers find themselves mysteriously transported 1D6 + 1 hexes away in a random direction. Use the Direction Randomizer to determine direction. This happens so gradually that even a shift from a mountain to the plains requires a Search roll to really be aware of the transition. If a group of adventurers splits up into smaller sub-groups for any reason, then each group rolls for direction and distance separately.

(30) A Longboat

Sitting in the midst of nowhere, this sailing ship is in perfect condition, except that its furled flag hangs in tatters. Anyone entering the ship will be trapped by an invisible force. There are several skeletons of humanoids and small animals in here. To escape, a POW of 20 must be overcome by the character's own POW (1 attempt may be made per day). The evil ship also drains one point of POW from each victim per day. One of the skeletons is of a human adventurer. A search of his body finds 45 pennies and a Heal 2 spell matrix amulet. Anyone trying to damage the ship instantly loses a point of POW per blow struck, missile fired, or spell cast.



(31) A Vision in the Sky

As the adventurers travel, one of them notices a gigantic image forming in the air, high up in the sky. As the image grows clearer, it is obviously several kilometers tall. It begins to move and is revealed as a struggle between a hero and a vile, disgusting, snake-like creature that seems to ooze venom from every pore. The battle lasts only a few moments as the hero slays the creature. Suddenly, there is a sound as if the sky ripped in half. A painfully brilliant light flares, blinding all who have been watching the struggle. The blindness lasts for 5 minutes. Those who can still see will witness fire streaking down from the sky towards the ground.

Use the Direction Randomizer to determine the hex where the fire impacted in relation to the characters. Roll 1D3, and place the impact area that distance from the hex side indicated.

When the fire hits the ground, the earth shakes mightily and a thunder that pales mere terrestrial storms nearly deafens the party. All characters must succeed in a DEX x 2 roll or fall down. Anyone mounted must succeed in a Ride roll, and their mount must succeed in its DEX x 2 roll or they will fall for 1D6 damage. This is followed by a scorching rain of debris that does 1D4 points of damage to 1D4 hit locations. Armor will absorb the damage, but if the same hit location is rolled twice, the damage is totaled together before the armor protection is subtracted.

If the impact area is sought out, a huge crater will have formed (the gamemaster will probably want to put this feature on the map). The ground will be torn up and scorched for a kilometer in all directions, like a piece of hell packaged and sent to earth. In the center of the carnage is a crater, 30m across and 10m deep. It will remain unbearably hot for 2D3 days after impact. If a Search roll is made inside the crater, pure metals may be found ready to use for whatever purposes desired. Each successful Search roll will yield 1D6 ENC of unalloyed metal. A number of searches may be made by each character equal to the character's INT. After that, nothing will be found. When a blob of metal is found, use the Random Metals Table to determine its type.

Random Metals Table

D10	metal	D10	metal
01-02	iron	08	tin
03-05	silver	09	lead
06	gold	10	zinc
07	copper		

(32) Dead Place

No magic will function in this place. Anything kept functioning by magic ceases to function. Bound spirits and elementals become unbound, magic-point storing items are drained of their magic points, and any spells in effect cancel out. A shaman's fetch remains unconscious for the time spent here, and all spirits controlled by it are released. The area is roughly 100m in diameter and roughly circular, devoid of all large vegetation. Only scrubby grass grows here.



Transients

The following characters represent a fraction of the many people of Griffin Island whom the adventurers might meet repeatedly in different places. The gamesmaster should use these characters to provide clues, motivation, gossip and sundry entertainment, and to build up a relationship with the player characters.

BLUEBIRD

This mysterious individual is a priest of the Knowledge god. Thirty-five years old, Bluebird is sharp featured and dark haired. The ends of his hair and beard show that they were once dyed grey. He tends to wear blue clothing, and he sometimes has a limp in his left leg (some say it is contrived and that he favours his other leg occasionally). He is silent around strangers. His only close friend and companion, Valka Runewolf, has disappeared recently, and Bluebird has been unable to learn of his whereabouts.

The reason for Bluebird's presence in Zarland is a secret. While he has sought information about Griffin Mountain, none but himself and Valka know that they are fugitives. Bluebird is wanted by his native people and his cult, accused of murder, theft and the destruction of valuable documents. In fact, Bluebird and Valka disturbed a theft in Bluebird's temple. However, the two were accused of being involved in the plot and fled. Bluebird has traced the source of the theft to Halycon Var Enkorth in Ockless, and he is worried that some of the stolen material did actually reach the evil sorcerer. The stolen material concerns the location of a chaos holy spot somewhere on the island.

Bluebird's god, however, has not deserted him, and he is (unusually) able to regain his Divine spells at the Aeolus temple in Soldier Port. He now suspects also the motives of his seniors in the temple.

BLUEBIRD Wandering Priest Of The Lord Of Knowledge

STR	11	Move: 3
CON	14	Hit Points: 14
SIZ	14	Fatigue: 25 - 17 = 8
INT	18	Magic Points: 16 + Power Spirits 30 = 46 Total
POW	16	
DEX	10	DEX SR: 3
APP	13	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	2/5
Left Leg	05-08	04-06	2/5
Abdomen	09-11	07-10	7/5
Chest	12	11-15	7/6
Right Arm	13-15	16-17	2/4
Left Arm	16-18	18-19	2/4
Head	19-20	20	0/5

weapon	sr	attack	damage	parry	points
Quarterstaff	6	87%	1D8+1D4	75%	18
Crossbow	1/2R	53%	2D4+2	37%	8
Knife	8	47%	1D3+1+1D4	28%	4

Spirit Magic (63%): Heal 6, Protection 4, Detect Enemy, Disrupt, Befuddle (2). (In Intellect Spirits:) Bludgeon 6, Detect Magic, Dispel Magic 6.

Divine Magic (83%): Dismiss Magic 5, Divination 2, Extension 2, Find Enemy, Heal Wound x3, Mindlink, Soul Sight, Spirit Block 4, Worship (Knowledge God), Analyze Magic 7¹, Truespeak².

- (1) Each point of Analyze magic gives a true statement about at least one function of a magic item.
(2) Truespeak prevents the recipient from speaking lies, provided that his Magic points are overcome.

Magic Skills: Ceremony 68%, Enchant 73%, Summon 67%.

Skills: Ride 63%, Fast Talk 51%, Orate 63%, Animal Lore 92%, Evaluate 87%, First Aid 60%, Human Lore 85%, Mineral Lore 45%, Plant Lore 79%, World Lore 100%, Conceal 30%, Devise 77%, Listen 43%, Scan 45%, Search 51%.

Languages: 6 variations of Outsider at 70%-90%, of which five are read at 65%+, Zaring 42% (R/W 30%), Dwarf 50% (R/W 50%).

Magic Items: Bluebird's staff has had Armouring Enchantments cast upon it. He has three intellect spirits (INT 6, 1 and 6) bound into an ink pot sacred to the Knowledge god, and a gold ring into which are bound five power spirits.

Equipment: Bluebird wears ring or leather armour beneath his generously padded garments. He carries his staff always, and his knife is tucked in his belt. Outside of a citadel, he will bring along his crossbow and 20 bolts. In addition, he carries his writing equipment and three books: a tome about healing herbs, a personal record and a book about Votanki rites. Bluebird carries 60 gold coins worth 9 pennies each.

CRACKTWIG

Cracktwig is a renegade elf. He was rejected by the elf religion, and thereupon joined the cult of Redeye. Cracktwig has it in for elves, and will do all he can to make trouble for them. He is more than willing to reveal the location of secret elven communities, special glades and private lore. The elves have placed a price on his head, citing him as responsible for several recent attacks by giants and orcs. For some reason though, the dwarves at least tolerate him, once they know his identity.

Cracktwig has friends in Ockless, particularly Halycon Var Enkorth and Cvriel Endlekar.

CRACKTWIG

Initiate Redeye

STR	13	Move: 4
CON	16	Hit Points: 11
SIZ	6	Fatigue: 29 - 19 = 10
INT	20	Magic Points: 34 (Tapping)
POW	17	DEX SR: 1
DEX	19(29)	
APP	9	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	(8)4/4
Left Leg	05-08	04-06	(8)4/4
Abdomen	09-11	07-10	(8)6/4
Chest	12	11-15	(8)6/5
Right Arm	13-15	16-17	(8)4/3
Left Arm	16-18	18-19	(8)4/3
Head	19-20	20	(8)4/4

weapon	sr	attack	damage	parry	points
Composite Bow	1/5/9	86%	1D8+1	20%	7
Scimitar	6	65%	1D6+10	34%	10
Javelin	1/5/9	57%	1D8	-	-
Javelin	6	58%	1D6+1	49%	8
Buckler	7	40%	1D4	70%	8

Sorcery: Tap POW 42%, Venom 40% Free INT = 18⁷

Spirit Magic (64%): (in bow:) Ignite, Firearrow (4), Multimissile 2, Heal 2, Speedart, Spell Matrix Enchantment.

Magic Skills: Ceremony 32%, Duration 37%, Intensity 40%.

Skills: Climb 114%, Dodge 29%, Jump 50%, Ride Wolf 55%, Elf Lore 26%, Human Lore 44%, Evaluate 46%, First Aid 57%, Plant Lore 62%, Conceal 57%, Sleight 47%, Listen 64%, Scan 68%, Search 36%, Track 48%, Hide 80%, Sneak 51%.

Languages: Elf 48%, Zaring 37%, Orcish 30%, Slargetongue 30%, Dwerrow 34%.

Magic Items: Cracktwig carries a bow which holds all his Spirit spell matrices. He also has three seeds from the chaos holy ground. When bitten, each seed allows Cragtwig to breathe fire for 1D6 melee rounds, over a range of 1D10 meters, for 3D6 fire damage. There is a 10% chance that these will explode when Cracktwig bites a seed, causing 3D6 damage directly to his head. He is likely to laugh insanely after using one of these seeds.

Equipment: Cracktwig wears a ring hauberk and cuirbouilli elsewhere, with a complete suit of padding. He carries all listed weapons, including 20 arrows and three javelins. Cracktwig usually has 20 pennies in coin.

Notes: Cracktwig has had Skin Of Life 2, Damage Resistance 8, and Enhance DEX 10 cast upon himself, and Damage Boosting 8 on his scimitar. These are renewed whenever he returns to Ockless. He usually casts intensity 4, duration 10 Tap POW spells on his victims, thus retaining the stolen Magic Points for a week.

EAGLE EYE G'JORNI

G'jorni is a crotchety old man from foreign lands who has spent his adult life seeking out precious metals and gems. He is a stereo-typical prospector, and always has schemes that will make him a rich man overnight. Currently he is seeking out Red Dwarf's Crucible, a lost gold mine. He has a map that shows exactly where it lies, in the heart of the Dwarf Mountains. G'jorni will hire guards for his journey into the mountains, although he has only the money he carries to offer, and - of course - a share in "this heere mine".

G'jorni is slightly paranoid. He never shows his map, though he looks at it in front of other people, and he spends most of his time alone. In a tavern he will always have his back to the wall, with everyone in sight.

ROCKHOUND

G'jorni's dog Rockhound is always at his side. Rockhound likes children, but dislikes all adults except G'jorni and the wretched creature tries to bite people who approach the prospector. He is a vile little mongrel with shredded ears and greasy red fur. Rockhound will always disobey everyone except G'jorni (except when instructed to leave somebody alone). Sometimes he carries out quite complex commands from G'jorni, but only the ignorant could be fooled into thinking this dog was clever.



EAGLE EYE G'JORNI

Gold Prospector

STR	12	Move: 3
CON	14	Hit Points: 14
SIZ	14	Fatigue: 26 - 20 = 6
INT	14	Magic Points: 10 + Power Spirit 18 = 28 Total
POW	10	
DEX	9	DEX SR: 4
APP	9	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	2/5
Left Leg	05-08	04-06	2/5
Abdomen	09-11	07-10	4/5
Chest	12	11-15	4/6
Right Arm	13-15	16-17	4/4
Left Arm	16-18	18-19	4/4
Head	19-20	20	1/5

weapon	sr	attack	damage	parry	points
Heavy Crossbow	1/3R	57%	2D6+2	30%	10
Broadsword	8	59%	1D8+1+1D4	34%	10
Heater	9	40%	1D6+1D4	55%	12
Dagger	9	47%	1D4+2+1D4	29%	6
Pick	8	57%	1D6+2+1D4*	26%	7

* G'jorni's mining pick can impale if used in a melee.

Sorcery: Glow 50%, Holdfast 47%, Mystic Vision 41%, Sense Gold 52%, Project Sight 37%, Skin Of Life 33%. (Free INT = 8)

Magic Skills: Ceremony 17%, Intensity 35%.

Skills: Climb 56%, Jump 52%, Ride Mule 30%, Throw 77%, Fast Talk 26%, Sing 34%, Evaluate 80%, First Aid 57%, Human Lore 20%, Mineral Lore 84%, World Lore 54%, Conceal 36%, Devise 58%, Sleight 40%, Play Fiddle 27%, Listen 60%, Scan 88%, Search 64%, Track 40%.

Languages: 51 Outsider 47%, Zaring 39%, Dwerrow 35%, Slargetongue 21%.

Magic Items: G'jorni carries a fragment from the hammer of Saint Hopeful, the patron saint of miners and prospectors, into which he has had bound a very special power spirit (POW 18).

Equipment: G'jorni carries a sword and dagger, his crossbow and 20 bolts when he is out of town. He always wears a sleeved bezainted hauberk, leather trews, tough boots and a stupid-looking leather hat. He has 60 pennies in coin and a small stone worth 300 pennies. On his mule, G'jorni keeps his mining equipment (a tent, stakes, rations, his pick, torches, etc), and a battered and worn heater shield.

Notes: G'jorni has contacts in Soldier Port (Maugre), and Ockless (Cyriel Endlekar). This latter is likely to raise a ransom for the prospector if necessary. In addition, G'jorni has travelled with Joh Mith on many occasions.

ROCKHOUND Canine Companion To Eagle Eye G'jorni

STR	3	Move: 5
CON	15	Hit Points: 9
SIZ	3	Fatigue Points: 18
INT	5	Magic Points: 9
POW	9	
DEX	10	
APP	4	

Location	Melee	Missile	Points
Right Hind Leg	01-02	01-02	0/3
Left Hind Leg	03-04	03-04	0/3
Hindquarters	05-07	05-09	0/4
Forequarters	08-10	10-14	0/4
Right Fore Leg	11-13	15-16	0/3
Left Fore Leg	14-16	17-18	0/3
Head	17-20	19-20	0/3

weapon	sr	attack	damage
Bite	9	58%	1D8-1D4

Skills: Climb 52%, Dodge 63%, Jump 60%, Swim 85%, Slobber 88%, Look Convincingly Innocent 100%, Find G'jorni 100%, Find G'jorni On Request 05%, Find Player Character 100%, Find Player Character On Request 05%, Listen 88%, Scan 50%, Search For Trash 100%, Track 100%, Track Required Item 05%, Slink in Shadows 100%, Slink Quietly 100%.

Notes: Rockhound could never communicate with any human, even on days holy to Zutchko.

ERRAP BARBACON

This young fellow is a mysterious wandering minstrel who speaks excellent Zaring with an Ockless accent. Just 19, Errap is experienced beyond his years. He dresses in princely clothing that shows signs of wear and discreet patching. He talks about anything but himself, and earns his keep by singing songs and reciting epics. He wanders everywhere, but his favourite spot is in Soldier Port, and he comes here at least once a season.

More details about Errap can be found in the handouts section. He is, in point of fact, Eraphion, the wayward son of King Glyptus the Good of Ockless.

ERRAP BARBACON Wayward Initiate Players Cult

STR	10(15)	Move: 3
CON	15	Hit Points: 13
SIZ	10	Fatigue Points: 25 - 12 = 13
INT	16	Magic Points: 16 + Power Spirit 10 + Littlefist
POW	16	14 = 40 Total
DEX	16	DEX SR: 2
APP	10(19)	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	2/5
Left Leg	05-08	04-06	2/5
Abdomen	09-11	07-10	2/5
Chest	12	11-15	2/6
Right Arm	13-15	16-17	2/4
Left Arm	16-18	18-19	2/4
Head	19-20	20	0/5

weapon	sr	attack	damage	parry	points
Rapier	6	55%	1D6+1+1D4	40%	8
Buckler	7	26%	1D4+1D4	40%	8
Composite Bow	2/7	54%	1D8+1	25%	7
Thrown Knife	2/7	60%	1D4+1D2	-	-
Knife	7	37%	1D3+1+1D4	33%	4

Spirit Magic (68%): Heal 3, Speedart, Light, Darkwall (2), Bladesharp 3. (Littlefist:) Disrupt, Befuddle (2), Demoralise (2), Ignite.

One Use Divine Magic (88%): Illusory Sound 4.

Skills: Climb 65%, Dodge 47%, Jump 50%, Ride 34%, Fast Talk 36%, Orate 50%, Sing 68%, Evaluate 45%, First Aid 30%, Human Lore 80%, World Lore 35%, Conceal 33%, Devise 37%, Sleight 46%, Play Lute 65%, Play Pipe 42%, Listen 47%, Scan 58%, Search 34%, Hide 52%, Sneak 40%.

Languages: Zaring 77%, Outsider 52%, Dwerrow 15%.

Magic Items: Errap has some reed pipes on a cord around his neck - these contain a Power Spirit which will help anybody who can play the instrument. He has a small wooden carving of a monkey which contains an unusual spirit named Littlefist. Littlefist can cast any of his spells through Errap's senses, as long as Errap himself is not casting anything; his chance of casting the spell is always 100%. In addition, Littlefist allows Errap to use his Magic Points and Spirit spells, and vice versa. Littlefist will refuse to aid anybody except Errap, and is likely to make good use of his Disrupt spell if anybody tries to separate them.

Equipment: Errap carries all listed weapons, including six throwing knives. He wears a suit of thick leather armour, and carries twenty arrows for his bow. Errap also has a map showing the location of a gold mine in the Dwarf Mountains, 84 pennies in coin, and a small gemstone worth 308 pennies.

Notes: Errap has paid a sorcerer to cast Enhance STR 5, Enhance APP 9 and Spell Resistance 7 on him, with a remaining duration of fourteen months. Errap is not short of friends, either on Griffin Island, or away from it.

JOH MITH

Joh is a fat, jovial character, given to cheering smiles and friendly winks. He is a priest of the merchant god, and a trader by profession. An older man in his late thirties, Joh is rather overweight, in spite of the rigours of caravan life.

Joh and his caravan make regular rounds of the citadels. He takes out furs, feathers and other native produce, and imports metalware. Joh first came to the region with Ostakker Threescar. Because he is well travelled, Joh thinks himself an expert on the subject of the island.

As well as many well established friends in Zarland, most of Joh's family can be found here too. The innkeep of of the Stuck Pig in Surlt is Djimm Mith, Joh's son by a first wife. His second wife, Zix Porub is a Zaring, and has been with Joh since she was sixteen (she is now 27). Tahm, Treesha, and Dushin (Joh's children by Zix) are in the care of an aged healer in Nidik named Dushi Sone.

Joh's caravan is reknowned throughout the south island, and he is rumoured by some to travel to slarge territory as well. It consists of himself and Zix, a large dark troll bodyguard, two apprentices from civilised lands and a squad of seven or eight well equipped Zaring guards. He has a mule train consisting of twelve animals.

JOH MITH Travelled Trader Priest

STR	13	Move: 3
CON	15	Hit Points: 15
SIZ	15	Fatigue Points: 28 - 19 = 9
INT	15	Magic Points: 18 + Power Spirits 23
POW	18	= Total 41
DEX	10	DEX SR: 3
APP	12	

Location	Melee	Missile	Points
Right Leg	01-04	01-03	3/5
Left Leg	05-08	04-06	3/5
Abdomen	09-11	07-10	13/5
Chest	12	11-15	13/5
Right Arm	13-15	16-17	4/4
Left Arm	16-18	18-19	4/4
Head	19-20	20	11/5

weapon	sr	attack	damage	parry	points
Quarterstaff	6	71%	1D8+1D4	67%	19
Broadsword	7	55%	1D8+1+1D4	43%	10
Heater	8	27%	1D6+1D4	54%	12
Crossbow	1/3R	60%	2D6+2	24%	10

Spirit Magic (71%): Countermagic 4, Heal 3, Befuddle (2), Mobility 2, Bladesharp 3. (Intellect Spirits) Mindspeech 2, Bludgeon 6, Detect Magic, Dispel Magic 8, Speedart, Protection 4.

Divine Magic (81%): Dismiss Magic 3, Divination 2, Extension 4, Find Enemy x3, Find Gold, Heal Wound x3, Mindlink 1, Soulsight, Spellteaching¹ x3, Spirit Block 4, Warding 4, Spell Trading², Path Watch³ x3, Lock⁴ x10, Passage⁵ x7, Create Market⁶ x2. (One Use Spells:) Shield 2, Madness, Illusory Sight 2, Fear, Regrow Limb.

- (1) Joh can teach the spells of Glamour, Glue, Mindspeech and Mobility using this spell.
- (2) Spell Trading allows Joh to trade one use of his re-usable Divine spells for those of somebody else. Neither recipient may cast his own traded spell again until the current user has cast it. This must be done in an area protected by Joh's Create Market spell.
- (3) Path Watch is a spell which Joh casts while travelling, and it lasts as long as he stays awake. The spell warns him of the direction and number of enemies within 100m. It only works on known roads.
- (4) Identical to Glue, except that STR = Magic Points expended during the casting, and the Glue effect does not count for Joh.
- (5) Passage grants one extra person access to goods under a Lock spell, per point.
- (6) Create Market acts like Warding, except that it is specific to people with intent to harm anything or anybody within the zone. Joh will always know if this spell is tripped.

Skills: Ride 57%, Fast Talk 88%, Orate 48%, Animal Lore 25%, Craft Wood 50%, Craft Bone 37%, Craft Cloth 67%, Evaluate 103%, First Aid 82%, Human Lore 79%, World Lore 42%, Conceal 35%, Devise 52%, Listen 74%, Scan 79%, Search 76%.

Languages: Outsider 84%, Zaring 48%, Dwerrow 35%, Dwarf 27%, Elvish 30%, Orc 21%, Slarge 27%.

Magic Items: Joh's staff has been enchanted with Strengthening Enchantments, as have been his hat and bezainted hauberk. His staff contains his power spirits and intellect spirits, in addition to a binding enchantment for a sylph. This currently holds an 8m3 sylph. He also has his caravan goods. All of Joh's chests have defensive magical measures of some kind or other, but we leave it to you to figure out what they are. Joh also carries four doses of a drug that allows him to stay awake for up to four weeks, and makes him sleep for two thirds of that time immediately afterwards.

Equipment: Joh wears everyday clothes, in addition to his leather treads, and sleeved bezainted hauberk. He carries a purse containing 60 gold coins, and his quarterstaff.

ZIGZAG

STR 21 Move: 3
CON 20 Hit Points: 19
SIZ 18 Fatigue: 41 - 58 = -17
INT 13 Magic Points: 13
POW 13 DEX SR: 1
DEX 20
APP 9

Troll Bodyguard Of Joh



Location	Melee	Missile	Points
Right Leg	01-04	01-03	7/7
Left Leg	05-08	04-06	7/7
Abdomen	09-11	07-10	7/7
Chest	12	11-15	7/9
Right Arm	13-15	16-17	7/6
Left Arm	16-18	18-19	7/6
Head	19-20	20	1/7

weapon	sr	attack	damage	parry	points
RH Shield	5	68%	1D6 + 2 + 1D6*	65%	16
LH Shield	5(8)	42%	1D6 + 2 + 1D6*	71%	16
Mace	4	70%	1D10 + 1D6	35%	10
Maul	3	62%	2D8 + 1D6	40%	12
Thrown Mace	1	59%	1D6 + 1D3	-	-

Spirit Magic (05%): Heal 4, Disrupt, Bludgeon 4.

Skills: First Aid 60%, Conceal 35%, Catch Trollkin 80%, Throw Trollkin 52%, Punt Trollkin 58%, Darksense Scan 72%, Darsense Search 54%, Listen 60%, Visual Scan 50%, Visual Search 38%, Track 45%, Hide 62%, Sneak 15%.

Languages: Troll (Darktongue) 42%, Outsider 35%, Zaring 37%, Dwerrow 19%, Orc 10%, Slargetongue 12%.

Equipment: Zigzag wears ring and leather armour. He carries two shields, his mace, and his maul. He also carries a chest for Joh weighing 20 ENC. If a fight looks to start, he usually puts this down, increasing his skills and allowing him to begin recovering his Fatigue total. Zigzag has no idea what is in the chest.

Notes: Zigzag is completely loyal to Joh and his family, and is respected by the Zarings. At home he used to be a trollball player.

THE CARAVAN (OUTGOING)

Detailed here are typical saleable goods which Joh Mith is likely to be carrying on his way out of Soldier Port. Anybody stealing them from him is likely to gain the immediate enmity of all the citadel kings and High Plutarch Mauge.

With Zigzag: (in 30 AP chest protected by 38 MP Lock spell) a magic crystal which glows with varying intensity when sung to (2000p); an actor's mask which disguises the voice of the person behind it (310p); a dwarf-made glass figure which will dance when commanded (2500p); 10 meters of wound gold thread (150p); an oriental-looking vase (400p); a gladius with a special matrix for Fireblade that causes 6D6 damage rather than 3D6 (6000p). All these items are for the citadel kings only.

Mules 1, 9, & 12: Food and general equipment for the caravan. This consists of spare clothing, an assortment of heavy weapons, metalworking and woodworking equipment, some herbs for healing and food enough to last one man fourteen weeks.

Mules 2 & 3: Metalware. Consists of 34 assorted armour pieces, (25 bezainted, 7 ringmail, 1 lamellar cuirass, and 1 chain hauberk), about 40 iron spearheads, 25 iron knives, 80 iron arrowheads, a bastard sword, three broadswords, fifteen iron axeheads and eighty crossbow quarrels. Joh expects to sell this in Surlt. This is all contained in six iron bound chests (30 AP), closed by Lock spells (30 MP).

Mules 4, 6, & 7: Cloths and fabrics. Consists of 15 ENC of silk (80p/ENC), 50 ENC of spun wool (5p/ENC), 20 ENC of unspun wool (1p/ENC), 20 ENC of cotton clothing, 35 ENC of woollen clothing, and three very expensive silk garments for Cyriel Endlekar in Ockless.

Mules 5, & 8: Foodstuffs. Most of these goods are bound for the citadel kings or Ockless. It consists of rice, pomegranites, pineapples, coconuts, wheat and other fruits and crops that are rare or exotic in Zarlant, in addition to a healthy selection of Outsider wines.

Mule 10: This is a spare beast.

Mule 11: Contains goods for trade with slarge merchants. These include wyvern scales, mermaid blood, bronze and copper billets, foreign snake skins, glassware, seemingly inedible spices and a large number of domesticated fowl.

Y 45

Treatment of Troublemakers:

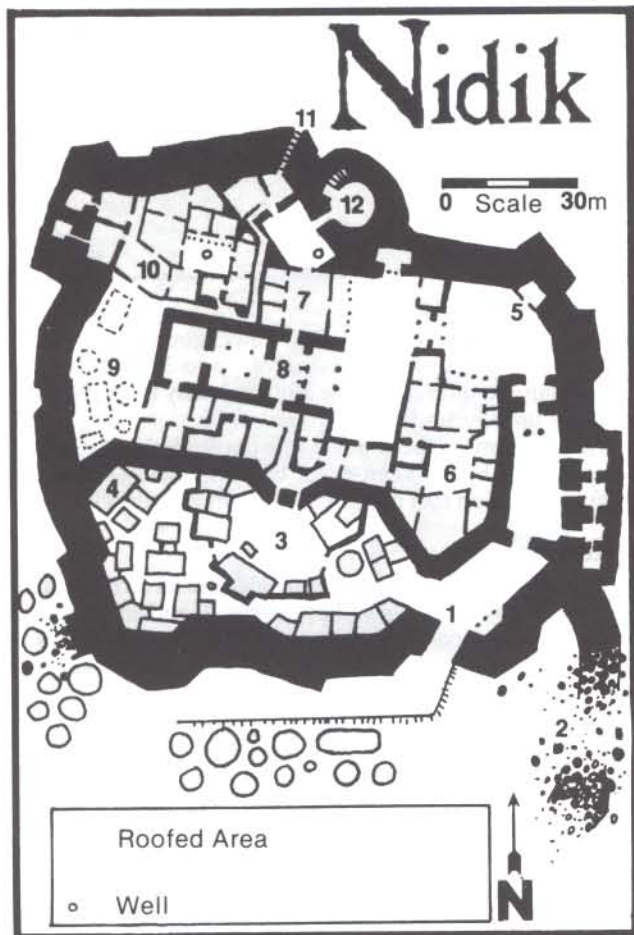
Troublemakers are brought before Bodoni Boldface, commander of the Nidik citadel guards. He knows all traditional penalties and has complete authority to cut off fingers, ears, and make minor fines. Real criminals, like killers and plotters against the king, must be sent to Skilfil for personal judgement.



Visiting the King:

Skilfil Hearthpiercer is of ancient royal blood, and is overproud of it. He sits on his throne in ceremony, and leaves most of the actual speaking to a Speaker, a Listener, and the Sargeant At Arms, who gives basic commands to the visitor, such as "kneel now," and "now thank him."

Newcomers to the city are escorted to his throne room and interviewed. Skilfil and his wives will buy the best of whatever a merchant has. He recognizes that kingly blood is special and is impressed by visiting members of royal families. He is an accomplished warrior, and likes to speak to warriors about their skills. He is also generous, inviting merchants, accomplished soldiers, wandering royalty, and entertaining travellers to stay with him. If less impressed he suggests the visitors stay at the Stabbing Cat.



Prominent Persons

The following individuals are prominent within the Nidik community. They are likely to come into contact with the adventurers.

King Skilfil Hearthpiercer

First of fame among his weapons is his javelin, Lungseeker (the spear's true name, though everyone but Skilfil call it Hearthpiercer). With it he once slew an enemy in his house with a single stroke, driving the weapon completely through his foe's body and also through the stone hearth behind. The cracked stone hearth is still on display. For hand-to hand combat, he uses his magic spear, Breaknot. He also owns a small golden shield adorned with special magic.

He is an excellent bird trainer and has a unique flock of seven giant hawks. He has trained them to bear riders. He is not foolish enough to permit them within missile or spell range of his enemies, but the speed of Nidikan communication is famous.

Skilfil is much enamored of his newest concubine, Praxenia. He often takes her advice, not knowing that she is actually an Ockless agent sent to eventually slay him. While he is occasionally aware of Chana Greeneyes' liaisons with other men, he knows nothing of Calamene's lustful activities.

While Karazar is his only legitimate heir, Skilfil has several acknowledged illegitimate sons and daughters and uncountable unknown ones scattered among the clans. Two of his acknowledged illegitimate children are mentioned in this book. The first, Starnia Stormrender, is a Sun Daughter of Hilme. The second, Eucleia Storm-follower, is a storm god initiate officially disavowed by her father at the urging of the Hilme priests. Skilfil loves both his adventuring daughters and will avenge either if she comes to an ill end.

Old Skilfil has various friends throughout Zarland and the Wilds. Among them are Rockheart Veinseeker, Ostakker Three-Scar, and the mysterious shaman Blueface. Though he is friendly towards strangers and outlanders, Skilfil fears eventual orcish intervention from Ockless.

characteristics

STR 12
CON 11
SIZ 14
INT 16
POW 15
DEX 16
APP 15

attributes

Move: 3
Hit Points: 13
Fatigue Points: 23-14=9
Magic Points: 19
+spirits 22=37
DEX SR: 2

location

	melee	missile	points
r leg	01-04	01-03	4/5
l leg	05-08	04-06	4/5
abdomen	09-11	07-10	4/5
chest	12	11-15	4/6
r arm	13-15	16-17	4/4
l arm	16-18	18-19	4/4
head	19-20	20	4/5

weapon

	sr	attack	damage	parry	points
1H Spear	5	99%	1D8+1+1D4	84%	20
Javelin	2/7	109%	1D8+1D2	46%	8
Dagger	7	58%	1D4+2+1D4	69%	6
Buckler	7	35%	1D4+1D4	97%	8

Dodge: 90%

Spirit Magic (61%): Befuddle (2), Countermagic 3, Disrupt, Heal 5, Repair 2, Second Sight (3); (in matrices) Detect Enemies, Dispel Magic 4, Light, Multimissile 3, Speedart.

Skills: Climb 59%, Conceal 64%, Devise 44%, Evaluate 41%, Fast Talk 34%, First Aid 33%, Hawk Lore 94%, Hide 63%, Jump 88%, Orate 65%, Plant Lore 49%, Ride Giant Hawk 91%, Ride Horse 87%, Scan 79%, Search 47%, Sneak 78%, Track 55%.

Languages: Dwerrow 49%, Orcish 26%, Zaring 84%.

Magic Items: three matrices in hammered copper armbands: one holds Dispel Magic 4; one Multimissile 3; and one Detect Enemies, Light, and Speedart. Also holds binding enchantments for two power spirits (POW 12 and POW 10).

Owens the magic javelin Lungseeker which always hits the chest if it hits at all, and returns to the hand of the caster the strike rank after it hits, even on an impaling blow.

Owens Breaknot, a long spear that never takes damage, though excess damage still penetrates its armor points to wound the wielder. Breaknot blocks 20 points of damage.

Owens a small golden shield which attracts all missiles to it—any missiles which strike King Skilfil must penetrate this buckler before harming him. Also, like Breaknot, this buckler is not damaged when its armor points are exceeded, though its wielder may be.

Treasure: carries 20 gold coins worth 12 pennies each and a gemmed golden circlet (his crown) worth 500 pennies. His ransom is 3000 pennies.

Notes: wears cuirbouilli and leather padding. Carries his long spear and three javelins when going to war.



Praxenia

She is the newest and youngest of the king's three concubines. She is extremely beautiful, using her charm as weapon and shield. Born in Ockless, Praxenia brought her ways with her to Nidik. Skilfil is enamored of her and often takes her advice, not knowing that she does not have the interest of the Zarings at heart. In fact she is an enemy in their midst, an agent of the orc empire acting under the direction of Marusa, the priestess of Megaera at Ockless. She is an initiate of Megaera herself. If Skilfil's young son Karazar is kidnaped by the ogre Gondo Holst and his crew, she is the inside person responsible. Should Skilfil die for any reason (including assassination at her hands), she will attempt to place blame on any foreigners currently in Nidik, then quietly slip out of the citadel.



Calemene

She was Skilfil's first concubine, and has stayed on because she enjoys the duties of surrogate mother to the king's heir. Although no longer young, she is still quite attractive (just older). She has been ignored by her lord for the last ten years and has taken up other interests such as the priest Sylvanthi Brighteyes, and occasionally Bodo-ni Boldface, commander of the citadel warriors (both men are widowers.) Furthermore, she is preparing to become a priestess of the Grandmother Sky cult. Calamene gets along well with Chana Greeneyes, the third of Skilfil's harem, but absolutely hates Praxenia, accusing her of many crimes (sometimes truthfully).

Chana Greeneyes

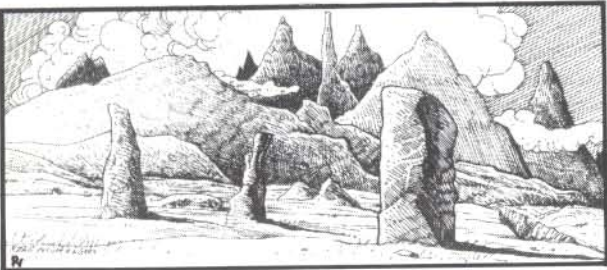
While no longer Skilfil's favorite, she is still active, quite attractive, but not extremely bright. In tense situations she often giggles. Skilfil keeps her around just for that; many dangerous situations in the throne room have been broken up by Chana's inappropriate laughter. She also tends to fall in love (for at least a week) with the most charismatic male member of any adventuring party she encounters. Skilfil tolerates her waywardness and occasionally has a good laugh by bursting in on her while she is with her latest beau, making blustery threats to the hapless lad. King Skilfil is usually backed up by at least four warriors who are his personal guard and in on the joke. Chana usually plays along, seeming exceedingly frightened.



Karazar

This is Skilfil's heir, approximately 10 years old, and the king's only legitimate child born to Skilfil's late wife who died in childbirth. He has been raised by Calamene, whom he considers his mother. Karazar is a quiet lad and prefers study to battle. The sage, Bluebird, has visited the citadel upon occasion, and entranced the young heir with his tales of foreign habits. Karazar has learned to read several foreign tongues, but his father does not encourage him in this. Skilfil wants Karazar to continue the hereditary line of command established by his great-great-grandfather. He shares Calamene's distrust of Praxenia, but not to as great an extent.

Ostakker Three-Scar



Ostakker is a Votanki initiate and innkeep of the Stabbing Cat. A jovial man well past his prime, he is still in excellent shape for an innkeeper. Ostakker was formerly a mercenary on the mainland, and he served under Skilfil's father in the war against Surlt. Though the battle was indecisive, Ostakker had become a companion of Skilfil and they spent a great deal of time together, seeking adventure. Their last expedition, an encounter with a saber-toothed cat, left Ostakker with a crippling limb and three parallel scars running across his face. Ostakker once disappeared from Nidik only to reappear many years later as a guide for Joh Mith and his caravan. He set up the Stabbing Cat and now acts as a local buyer for the caravan leader. He normally pays a little over half of what an item is worth.

characteristics		attributes	
STR	14	Move: 3	
CON	15	Hit Points: 15 (18)*	
SIZ	15	Fatigue Points: 29-4=25	
INT	16	Magic Points: 15	
POW	15	DEX SR: 2	
DEX	16		
APP	13		

location	melee	missile	points
r leg	01-04	01-03	0/5
l leg	05-08	04-06	0/3 (the bad leg)
abdomen	09-11	07-10	0/5
chest	12	11-15	0/6
r arm	13-15	16-17	0/4
l arm	16-18	18-19	0/4
head	19-20	20	0/5

weapon	sr	attack	damage	parry	points
Javelin	2/7	71%	1D8+1D2	34%	8
Broadsword	6	66%	1D8+1+1D4	45%	10
Target	7	30%	1D6+1D4	64%	12

* See Magic Items

Dodge: 58%

Spirit Magic (71%): Befuddle (2), Bladesharp 2, Disrupt, Glamour 2, Heal 2, Protection 4, Repair 1, Spirit Screen 2

Divine Magic (96%): (one-use) Sureshot 2

Skills: Conceal 58%, Evaluate 69%, Fast Talk 64%, Listen 58%, Ride 50%, Scan 86%, Track 59%

Languages: Dwerrow 20%, Orcish 30%, Slargetongue 22%, Zaring 51%

Magic Items: owns two magic stones: the white stone (kept in his pocket) adds 3 to his effective magic points for purposes of defending against attack spells only; and the gray stone (about 1/2 meter across and mounted above the inn's bar) glows red when anyone enters the inn with intent to do harm to him in any way.

Treasure: keeps 282 pennies in a cash box in the back room. In the cellar is always an amount of trade goods equal in quantity to the treasure of a monster with a Danger Rating of III. His ransom is 500 pennies from Skilfil, his old friend.

Notes: Ostakker wears no armor, but keeps a broadsword and target shield handy under the counter. He also has three javelins there, but won't throw them inside the building.

Sylvanthi Brighteyes

He is a priest of Hilme. He is middle-aged, well-built, and charismatic. There is an aura of mystery about him.

He appears to be in his mid-thirties, but is actually 73 years old, a fact he will not reveal. No great note of this has been taken, since Sylvanthi is a wanderer, and has only been in Nidik for five years. Unmarried, Sylvanthi has relations with King Skilfil's oldest concubine, Calamene.

Sylvanthi knows his true origin. As a small child, he was found wandering in the wilderness and was raised by a loving hearth of a Nidikan hunter clan. He has prior memories of a blue-gray saber-tooth who protected and fed him. He never mentioned this, and later learned that the great shaman, Blueface, reputedly stalks the plains of Zarland in the guise of a saber-tooth. Putting two and two together, Sylvanthi suspects Blueface to be his father.

It is possible that the vigor of Blueface has been passed onto his son. The possibility is increased by the fact that Blueface, like Sylvanthi, appears to be of no specific tribe.

Although interest in Calamene keeps him in Nidik, Sylvanthi is anxious to move on. If an adventuring group is interested in exploring the Wilds, he may offer to join them. He seeks his father and wishes to become a shaman under him.

characteristics		attributes	
STR	18	Move: 3	
CON	16	Hit Points: 16	
SIZ	16	Fatigue Points: 34-22=12	
INT	16	Magic Points: 18+spirits 28+	
POW	18	hawk 12=total 58	
DEX	21	DEX SR: 1	
APP	17		

location	melee	missile	points
r leg	01-04	01-03	4/6
l leg	05-08	04-06	4/6
abdomen	09-11	07-10	5/6
chest	12	11-15	5/8
r arm	13-15	16-17	4/5
l arm	16-18	18-19	4/5
head	19-20	20	6/6

weapon	sr	attack	damage	parry	points
1H Spear	4	105%	1D6+1+1D6	98%	8
Javelin	1/5/9	105%	1D8+1D3	98%	8
Stone Axe	4	83%	1D8+2+1D6	75%	8
Large Shield	5	38%	1D6+1D6	90%	16

Dodge: 68%

Spirit Magic (68%): Befuddle (2), Countermagic 4, Healing 6, Protection 4; (held in matrices) Dispel Magic 4, Disruption, Light, Silence 2; (known by hawk ally) Bladesharp 2, Multimissile 4, Speedart, Strength 3 (increases damage bonus to +2D6 and adds +5% to weapon skills), Vigor 4 (adds 4 to hit points, increasing points per location by 1 each)

Divine Magic (78%): Awaken Hawk, Cloud Clear 5, Command Great Hawk X2, Dismiss Magic 3, Mindlink, Spell Teaching, Command Salamander, Summon Salamander, Sunspear X2

Magic Skills: Ceremony 90%, Enchant 57%, Summon 36%.

Skills: Climb 57%, Conceal 52%, Devise 49%, Evaluate 61%, Fast Talk 52%, First Aid 52%, Hide 52%, Jump 99%, Listen 90%, Orate 69%, Plant Lore 28%, Ride Great Hawk 95%, Ride Horse 89%, Scan 90%, Search 64%, Sleight 45%, Sneak 66%, Track 42%

Languages: Dwerrow 21%, Elvish 14%, Orcish 26%, Zaring 100%.

Magic Items: two earring matrices (both rings in left ear) for Dispel Magic 4 and Light. Ring matrix for Disruption, and dagger with Silence matrix. Tattoos on inside of thigh hold two power spirits (POW 16; POW 12).

Treasure: carries 200 pennies. Ransom is 1500 pennies for Hilme temple at Nidik.

Notes: wears cuirbouilli on limbs for armor, bezainted on his torso, and the equivalent of a ringmail helm. Also has padding everywhere. This armor is not worn on everyday occasions, only when Sylvanthi expects trouble—at ordinary times, he wears no armor, and has +11 added to his fatigue, his percentile chance of casting spells, and his Dodge skill. Carries three javelins when expecting trouble, each of which can double as a one-handed spear in need. Has an awakened hawk as ally and familiar.



Highlighter

Awakened great hawk familiar

characteristics		attributes
STR	32	Move: 1/12
CON	16	Hit Points: 23
SIZ	30	Fatigue Points: 48
INT	14	Magic Points: 12
POW	12	DEX SR: 1
DEX	20	

location	melee	missile	points
r claw	01-02	01	6/6
l claw	03-04	02	6/6
abdomen	05-07	03-06	6/8
breast	08-09	07-11	6/10
r wing	10-13	12-15	6/8
l wing	14-17	16-19	6/8
head	18-20	20	6/8

weapon	sr	attack	damage
claw	4	90%	1D8+3D6
bite	7	67%	1D10+3D6

Note: strikes with both claws simultaneously and then bites 3 strike ranks later.

Spirit Magic (60%): see under Sylvanthi

Starnia Stormrender

Starnia is a Sun Daughter of the Hilme cult and a daughter of King Skilfil. She is always accompanied by three cult initiates.

Starnia is an acknowledged illegitimate daughter of King Skilfil Heartpiercer of Nidik. She has a half-sister, Eucleia Stormfollower, who has become initiated into the outland Storm cult, and follows Torath Manover. Officially, Starnia has disavowed this wayward sibling, but if Eucleia Stormfollower were to be captured or killed suspiciously, Starnia would spare no effort to rescue or avenge her. (Eucleia would do the same for her half-sister.) Starnia ranks very high in her father's favor. Were she male, he would have made her his heir. She goes out of her way to demonstrate that she is more than any man could ever be. She is extremely devoted to her religion. Denied political rule, she has made the Sun God an all-consuming passion. She follows the laws of her faith to the letter. To challenge such a law to her face is to risk personal combat. This fiery woman is also very lonely. She is very close friends with her three bodyguards. Their death would be a blow to her, since she has allowed few persons to become close to her. She has become an important figure in the Nidikan Hilme temple, and has been officially titled Sun Daughter. Starnia takes great pride in her gold-plated breastplate, magical shield, and golden ceremonial spear. They are unique and unduplicated in all the land.

characteristics		attributes
STR	15	Move: 3 (16 on hawk)
CON	15	Hit Points: 14
SIZ	13	Fatigue Points: 30-34=-4
INT	17	Magic Points: 16+ally 18+spirit 12
POW	16	=46 total
DEX	17	DEX SR: 2
APP	17	

location	melee	missile	points
r leg	01-04	01-03	8/5
l leg	05-08	04-06	8/5
abdomen	09-11	07-10	8/5
chest	12	11-15	12/6
r arm	13-15	16-17	8/4
l arm	16-18	18-19	8/4
head	19-20	20	8/5

weapon	sr	attack	damage	parry	points
1H Spear	6	96%	1D8+1+1D4	75%	10
Javelin	2/7	107%	1D8+1D2	75%	8
Kite Shld	—	—	—	105%	24

Dodge: 25%

Spirit Magic (46%): Bladesharp 4, Disruption, Healing 6, Protection 6; (Known by Sunrider) Detect Gold, Multimissile 6, Repair 1; (Known by bound intellect spirit) Befuddle, Countermagic 3, Detect Magic, Dispel Magic 3, Mindspeech 1

Divine Magic (66%): Cloud Clear 4, Sunspare; (Known by Sunrider) Shield 1

Skills: Conceal 46%, Evaluate 55%, Fast Talk 38%, First Aid 29%, Hide 49%, Jump 85%, Listen 68%, Oratory 43%, Plant Lore 66%, Ride Hawk 101%, Ride Horse 82%, Scan 94%, Search 63%, Sneak 67%

Languages: Zaring 45%, Elven 35%, Dwerrow 35%

Magic Items: leather-covered kite shield—when this is worn, it acts as the source of a continual Shield 1 spell. Also has 12-point MP-storing crystal and 10-point healing potion (when drunk, will heal 10 points of damage). Also has binding enchantment for intellect spirit in neck chain (INT 9, POW 14). Awakened hawk (named Sunrider) serves as familiar.

Treasure: Breastplate is gold-plated and worth 3375 pennies. Carries 400 pennies. Ransom is 1650 pennies worth of gold, paid by citadel of Nidik and the temple of Hilme.

Notes: Wears gilded plate armor over whole body. Carries 5 javelins on hawk.



Sunrider

Awakened hawk, familiar to Starnia

characteristics		attributes	
STR	3	Move:	12
CON	12	Hit Points:	7
SIZ	1	Fatigue Points:	16
INT	11	Magic Points:	18
POW	18	DEX SR:	1
DEX	23		

location	1D20	points
body	01-20	0/7

weapon	sr	attack	damage
Claw	7	55%	1D4

Dodge: 70%
Spells: (listed under Starnia)

Notes: All attempts to hit are reduced by 30% due to Sunrider's small size. In addition, if Sunrider is flying, chances to hit are reduced by a further 10%.

Starnia's Great Hawk

characteristics		attributes	
STR	33	Move:	1/16 flying
CON	13	Hit Points:	21
SIZ	29	Fatigue Points:	46
INT	3	Magic Points:	18
POW	18		
DEX	20		

location	melee	missile	points
r claw	01-02	01	6/6
l claw	03-04	02	6/6
abdomen	05-07	03-06	6/7
breast	08-09	07-11	6/9
r wing	10-13	12-15	6/7
l wing	14-17	16-19	6/7
head	18-20	20	6/7

weapon	sr	attack	damage
Claw	4	85%	1D8+3D6
Bite	7	74%	1D10+3D6

Note: The hawk attacks with both claws at the same SR, then bites 3 SRs later. Both claws must attack the same target, but the bite can go for a different enemy.

Bodoni Boldface

Bodoni commands Nidik's Citadel Guards. Though loyal to the King, he is currently having relations of a sort with Calamene, King Skilfil's first concubine. To mention this would bring him great disgrace and earn his undying hatred.

Points and Places of Nidik

This information would not become familiar to the adventurers if they only visit the city briefly or conduct only casual relations with the residents. Indeed, they will not even know of the existence of some of these places un-

less they seriously investigate Nidik. Occasionally are included comments on locations already described in the Player Handouts deserving of special gamemaster note.

8) The Palace of King Skilfil

This includes the entire area beyond the inner wall, but in this case it refers to the quarters of the king and his family and the megaron or throne room. The megaron is the series of heavily walled rooms in the center of the palace area. The room of four pillars is the audience chamber. It is lit only by light filtering in from the square hole in the roof.

9) The Court of Tombs

This is the burial area of recent Nidikan kings. There is little treasure worth digging up in these tombs. However, rumor has it that Nidik herself is buried somewhere within the citadel, the exact spot lost since the giantish destruction. It supposedly contains a treasure undreamed of (at least by the average Nidikan).

10) Temple Quarters

This is the dwelling place of the citadel's detachment of eight priests and their attendants. Local cult leaders include Sylvanthi Brighteyes and Starnia Stormrender. Note the private inner temple.

11) The Escape Tunnel

This is a secret cut into the cyclopean walls that leads out of the citadel. It is known only to Skilfil and Sylvanthi.

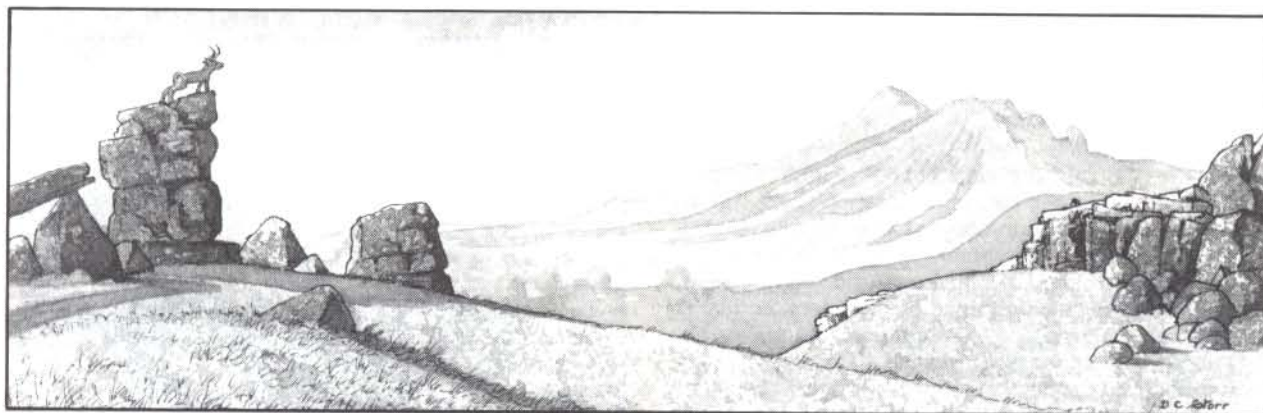
12) The Tower of the Hawks

In the northwest is a door leading up to Skilfil's giant hawk eyrie. Up here he keeps seven giant hawks, all trained for riding and combat, along with a dozen or so smaller hawks. The eyrie is large and extends over the roofs of many nearby rooms. Old Skilfil spends many spare moments up here.



ΑΘ†:ΔΥΔϕζΨΧΓΙΟ*|||Θ&†●Ω

Citadel Of Ockless



Population of Ockless

Total Residents = 1800
 Total Families = 400
 Total Men = 400
 Total Orcs = 200

Composition:

30 royal warriors
 50 royal servants, artisans
 17 priests and shamans
 130 builder slaves
 50 swineherds
 110 free farmers
 200 slave farmers and swineherds

Arriving in Ockless

Ockless is the place where the bad guys of Griffin Island live. Study the plans and schemes which are in motion there and involve the characters with them, usually as foes. These people and creatures are evil and deserve whatever fate adventurers can mete out.

Ockless' reputation with the other residents of Griffin Island is deservedly wretched. Although some crude advancements towards higher civilization have been made, such as smithing and horticulture, they have been built upon the oppression of the natives as slave labor. Worse, they are regularly Tapped by the rulers and radically enfeebled if they dare to protest. Inconsiderate practices regularly ruin the slaves, who must be replaced by new captives seized by the orcs in raids, usually conducted in strength during winter.

One unusual sight in the citadel is the little people, derisively called the "itty bittys." These are the hapless victims (not always human) of sorcerous Tapping, kept around for amusement and further Tapping if needed. They are severely abused by the orc overlords, and the more fortunate humans usually imitate the custom. These wretches are usually Tapped in all characteristics, though some sorcerers leave their INT intact for amusement.

General Note on Orc Manners:

Orcs have no manners at all. They swear once or twice every sentence. They do not recognize or understand personal property or privacy, and only follow orders from leaders who have proved themselves tougher than the followers.

Ockless orcs' orders state they may not take goods or equipment from strangers and visitors without direct orders from their leaders. Thus they do not maim anyone or steal from them, at least while superior officers are watching. But they appreciate one civilized custom: they accept bribes eagerly, though sometimes they do not provide the service they are bribed for.

From a Distance:

The area around Ockless is heavily patrolled. Hunters dressed in black furs and following dogs which cannot bark, stalk intruders and send reports to citadel guards astride ironshod ponies. The guards then send for nearby orcs who wait for such commands. The size of the intruding group and its apparent intent determines the number of confronting guards. Once met the newcomers are questioned, searched and robbed almost beyond reason (if they can get away with it). Finally, a guardsman or orc escorts the party to the citadel.

Gate Contact:

The gate guards are humans, but a orc squad is always nearby and keeping an eye on the gate. When someone interesting appears the orc commander comes forward and inquires their names, business, and so on. He will threaten and verbally abuse the visitors unless he knows or fears them. At last one of the guards states an amount of money to keep the peace, which must be paid to the chief orc. Upon the bribery, the orc directs the newcomer to the proper person.

That proper person depends totally upon just whose secret lackey is on duty at that moment. The only alternative for the visitor is to know who he or she wants to visit, then pay off the orc commander. At least 25 pennies worth of money or goods will persuade anyone's lackey to direct someone the right way.

The person next met will probably be one of the following:

King Glyptus the Good, in his throne room;
 Euryptus the Bold, human commander of the garrison;
 Marusa the Shrew, priestess of Redeye
 Cyriel Endelkar, the merchant

Treatment of Troublemakers:

Citadel guards sometimes capture troublemakers and deliver them to Glyptus for judgment. He usually hands them over to Halcyon and they are never heard from again, unless recognized among the "itty bittys" which litter Ockless' streets.

More often the orcs arrive to suppress trouble. They simply cut down everyone at the scene, without restraint.

General Authority Attitudes:

The citadel guards harass anyone disliked by their leader, Euryptus the Bold; and protect anyone liked by him. They also follow Glyptus' orders.

Visiting the King:

Glyptus the Good always wishes to see visitors of importance, but leaves lesser visitors to lesser officers. When people arrive and go to Euryptus or Cyriel, Glyptus knows it is a normal event. Newcomers speaking before Glyptus will be asked their name, business, and length of stay.

Glyptus likes to be entertained by outsiders, and he is not unaware of his citadel's reputation. He makes sly jokes about it, boldly asking visitors "Do you think us all vampires? Did the devil raise the walls here?" He often invites people to stay and feast with him. A royal banquet in Ockless is splendid, if you will excuse the king's jokes about the meat. He has a charming family. Glyptus will preserve his favorite visitors until they bore him, whereupon Hecis (or whoever) will no longer be restrained.

An Orc Secret:

Ockless is considerably richer in material goods than the other citadels. The clothes are better, the food and wine good, pots and pans are nicer, the pottery is finer too. Weapons, although concentrated in the hands of the orcs and citadel guards, are also good.

These things are brought into Ockless from Orcland. Someplace, perhaps behind the spectral black sails, a trading post has been established where pirates drop off their stolen goods and take aboard slaves and griffin parts to sell overseas.

The Internal Politics of Ockless:

Halcyon Var Enkorth, the evil sorcerer, forged Ockless' political atmosphere a century ago, but since then has ignored most events. The orcs he installs in office sometimes die or are killed, but are replaced by others who are indistinguishable as individuals. They are an Ockless institution.

Glyptus the Good, for all his cruelty and foppery, runs the city as much as it needs to be run. He is head of the secret police, composed of beggars and slave orcs. But he also oversees the drudgery of collecting food and trade taxes in return for human protection. Euryptus is his loyal man. Jocestis runs Glyptus' personal life, but in harmony with his intentions. The parents control the malicious children, but do not keep them from murder and pillage.

Marusa, the priestess of Megaera, is a jealous, grabbing woman and heads her own faction of orcs and followers. She has no love or loyalty for the Ockless royal house. She is from overseas, her history unknown, but easily imagined.

Cyriel Endelkar, the merchant, has great personal power. He has the important contacts which Ockless needs: the slavers, both those who bring in new ones and those who buy them on the coast. He is aloof and official with the king's faction, dislikes Marusa, and holds Taklong in contempt. He owes no one but himself loyalty, and respects anyone's skills, even a foe.

Prominent Persons

The following individuals are prominent within the Ockless community. They are likely to come into contact with the adventurer.

King Glyptus the Good

King of Ockless and an initiate of Redeye. A weak, timid man who does his job because his wife, Queen Jocestis, demands it.



characteristics		attributes	
STR	15	Move:	3
CON	14	Hit Points:	14
SIZ	13	Fatigue Points:	29 - 28 = 1
INT	17	Magic Points:	12
POW	12	+ spirit	8 = 20
DEX	12	DEX SR:	3
APP	10		

location	melee	missile	points
r leg	01-04	01-03	9/5
l leg	05-08	04-06	9/5
abdomen	09-11	07-10	9/5
chest	12	11-15	9/6
r arm	13-15	16-17	9/4
l arm	16-18	18-19	9/4
head	19-20	20	9/5

weapon	sr	attack	damage	parry	points
Scimitar	7	75%	1D6 + 2 + 1D4	66%	10
Comp. Bow	3/9	38%	1D8 + 1	35%	7

Dodge: 34%
Sorcery (Free INT = 9): Damage Boosting 20%, Enhance STR 21%, Haste 22%, Neutralize Magic 32%, Regenerate 29%, Spell Resistance 58%, Stupefy 38%, Treat Wounds 19%.

Magic Skills: Intensify 30%

Skills: Conceal 47%, Dance 46%, Evaluate 56%, Listen 63%, Orate 55%, Play Lyre 32%, Scan 65%, Search 58%, Sneak 48%

Languages: Orcish 70%, Zaring 70%

Magic Items: ring, holding a binding enchantment for a power spirit (POW 8)

Treasure: wears jewelry worth 1000 pennies, as well as 2D100 pennies to be thrown to randomly chosen peasants. His ransom is 5000 pennies.

Notes: the king wears his armor everywhere outside the palace. On state occasions, or when meeting with visitors, he also wears it inside the palace. The full plate suit is part of his ceremonial costume, and he is rightly proud of it, especially among the uncivilized Zarings.

Queen Jocestis

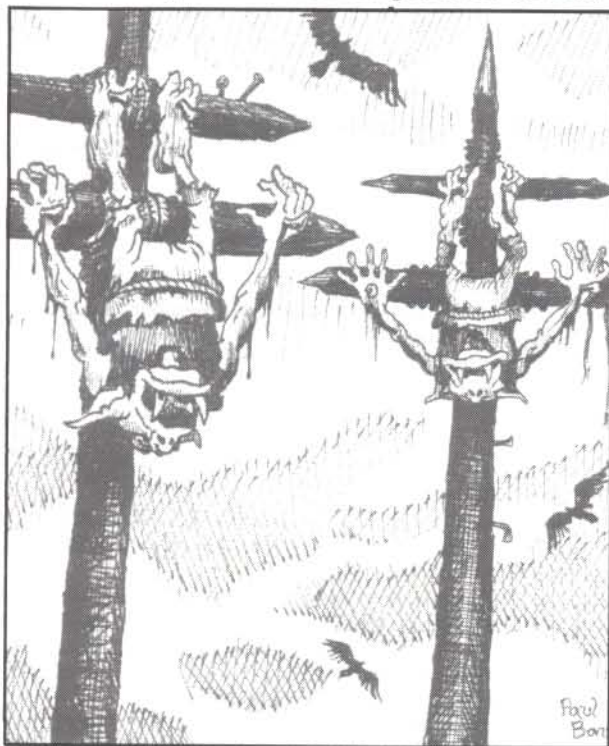
Glyptus' wife, at 35 years old, is a domineering woman who runs Glyptus' life for him. She has a little orcish blood in her but it only shows around her eyes, and in her choice of meats.

She never leaves the confines of the palace except when carried in her ornate sedan. She is an initiate into the mysteries of Megaera. Jocestis works closely with Priestess Marusa and is often party to her plots. She knows Gondo Holst, the ogre priest of Megaera. She and Gondo arranged the assassination plot against the life of King Skilfil of Nidik. She has borne two sons and a daughter, none of whom look like their father. The queen is highly suspicious of foreigners, and never allows Glyptus to meet privately with non-locals.

Hecis

She is Jocestis' second child. At age 21, she has been widowed three times under mysterious circumstances (she is known locally as "the Poisoner.") She is attractive in a painted sort of way, but is not a real beauty — at least partially due to her slight trace of orcish ancestry from her mother's side of the family. (Her APP is 13 when dressed up with makeup and fancy clothes — 9 otherwise.)

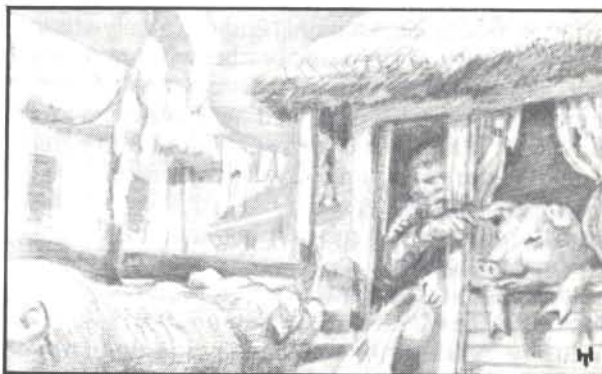
She loves to arrange a private night alone with a foreign adventurer. After making love, she introduces a poison (potency 2D6+6) into her lover's drink. Her evening entertainment often never sees the morning. Should she be crossed or caught in the act, she screams, which brings half the heavily-armed household guards on the run.



Eraphion

At age 18 Eraphion is, or was, the youngest son of King Glyptus. Before he reached adulthood, at age 11, he ran away from home never to return. He has become a local hero. Peasant tales hold that Eraphion will return with an army to liberate the citadel from orcish control. In reality, the boy went to sea and eventually joined a wandering band of entertainers. In seven years he traveled far and learned much. He has returned to Ockless incognito as the mysterious wandering minstrel, Errap Barbacon.

Euryptus the Bold



Euryptus is an initiate of Redeye. He is fair, though very strict, in his dealings with everyone regardless of cult, race, or national origin.

Euryptus knows the ins and outs of Ockless and is kept informed on Surlt. Most regional intelligence eventually crosses his desk or reaches his ears. He soon hears of every new group entering Ockless and has a 10% chance (cumulative per day) of discovering why they are in town, what their mission is, whom they have seen, and whence they came. If newcomers to town seem to represent a threat to security, they are detained and tortured until the matter is certain.

characteristics

STR 17 (23) _____
CON 18 _____
SIZ 8 _____
INT 18 _____
POW 17 _____
DEX 21 _____
APP 10 _____

attributes

Move: 3 _____
Hit Points: 13 _____
Fatigue Points: 41 - 24 = 17 _____
Magic Points: 17 _____
DEX SR: 1 _____

location	melee	missile	points
r leg	01-04	01-03	8/5
l leg	05-08	04-06	8/5
abdomen	09-11	07-10	8/5
chest	12	11-15	8/6
r arm	13-15	16-17	8/4
l arm	16-18	18-19	8/4
head	19-20	20	8/5

weapon	sr	attack	damage	parry	points
Scimitar	6	96%	1D6+6+1D4	89%	10
Dagger	7	81%	1D4+2+1D4	90%	6
Target	7	31%	1D6+1D4	85%	12
Comp. Bow	1/5/9	80%	1D8+1	46%	7

Dodge: 14%

Spirit Magic (61%): Disrupt, Firearrow (2), Heal 1

Sorcery (Free INT 11): Diminish Size 58%, Palsy 57%, Spirit Resistance 68%

Magic Skills: Intensity 49%

Skills: Climb 67%, Conceal 59%, Craft/armoring 56%, Devise 54%, Evaluate 34%, Fast Talk 35%, First Aid 88%, Hide 75%, Jump 58%, Listen 89%, Orate 83%, Plant Lore 45%, Scan 85%, Search 49%, Sneak 80%, Swim 57%, Track 61%

Languages: Dwerrow 12%, Elvish 15%, Orcish 50%, Zaring 40%

Magic Items: 8 doses of poison (potency 20) which must be smeared over a blade before combat — it lasts for three hits or one penetration, whichever comes first.

Has Damage Boosting 4 upon his scimitar and Damage Resistance 8, Spell Resistance 6, and Enhance Strength 6 upon his body. These spells must be renewed yearly.

Treasure: carries 50 pennies. Ransom is 5,000 pennies.

Notes: wears lamellar armor plus woolen padding.

Marusa the Shrew

Recently arrived in Ockless is the young priestess of Megaera, Marusa. Dynamic and extremely attractive physically, Marusa has a shrewish temperament, a tongue like a poisoned dagger, and a violent temper. Few who have crossed her have lived long afterwards. Marusa enjoys covert actions and revels in stealth, darkness, and slow, lingering deaths.

She works for Halcyon Var Enkorth to arrange assassinations and illicit missions against the Votanki and Zarings not already under the heel of the orcs. She prefers to use outsiders and foreigners for her missions. Marusa swears such minions to secrecy, but has her underlings executed should they prove too expensive or too troublesome.



characteristics		attributes	
STR	13	Move:	3
CON	17	Hit Points:	14
SIZ	10	Fatigue Points:	30
INT	16	Magic Points:	18
POW	18	+ spirit	20 = 38
DEX	17	DEX SR:	2
APP	18		

location	melee	missile	points
r leg	01-04	01-03	0/5
l leg	05-08	04-06	0/5
abdomen	09-11	07-10	0/5
chest	12	11-15	0/6
r arm	13-15	16-17	0/4
l arm	16-18	18-19	0/4
head	19-20	20	0/5

weapon	sr	attack	damage	parry	points
Dagger,					
Thrown	2/7	51%	1D4	—	—
Dagger	7	82%	1D4 + 2	86%	6

Dodge: 53%

Spirit Magic (90%): Bladesharp 4, Countermagic 4, Light, Protection 2, Repair 2, Second Sight (3); (known by intellect spirits) Befuddle (2), Dispel Magic 3, Disrupt, Fireblade (4), Heal 2, Multimissile 2, Speedart, Spirit Screen 3, Strength 2 (gives damage bonus of +1D4, adds +3% to manipulation and agility skills, including weapon skills); (in matrix) Firearrow (2)

Divine Magic (100%): Dismiss Magic 3, Fear 2, Spirit Block 2; (one-use) Sever Spirit

Skills: Animal Lore 26%, Climb 73%, Conceal 71%, Devise 61%, Evaluate 66%, Fast Talk 75%, First Aid 34%, Hide 78%, Orate 79%, Plant Lore 28%, Scan 90%, Search 83%, Sneak 80%, Track 47%

Languages: Dwerrow 55%, Elvish 48%, Orcish 59%, Zaring 60%

Magic Items: wristband holds Firearrow matrix, various sleazy-looking jewelry holds 4 binding enchantments for cult intellect spirits, each of INT 5, POW 9. Also has a bottle containing 8 doses of poison POT 10; a map showing all Zarland, indicating citadels and known points of interest written in Orcish; and a binding enchantment tattooed on her side (hidden under clothing) containing a power spirit (POW 20).

Treasure: carries 47 pennies; ransom is 2100 pennies.

Notes: carries 3 throwing daggers. Marusa casts Firearrow on a dagger before throwing it, and Fireblade before engaging in melee. She dresses provocatively and knows it.

Arskus Gree

Arskus is a human-appearing ogre-sorcerer of medium power and ability. He has recently come to Zarland with his assistant Shervad Goren to conduct a number of secret business dealings with Maugre in Soldier Port; with the mountain orcs; and most recently with Halcyon var Enkorth here in Ockless.

In addition to his sorcerous skills, Arskus makes his living as a dealer in rare antiques, such as unusual arcane items, scrolls and tomes, statuary, etc., finding purchasers for his goods all over the world. His prices are high, but his buyers seldom complain.

He is not popular with the local humans (the orcs don't care) and many believe him to be a monster (a worse monster than an ogre, that is). No one is ever seen entering or leaving the tower during the day, and rarely is anyone seen at night, but Arskus is often seen at the temple to Redeye, day and night.

Lately, Arskus has been hiring adventurers to find certain legendary items for him, offering unusually high payment rates. He meets with potential hirelings in the King's Inn.

characteristics		attributes	
STR	22	Move:	3
CON	16 (23)	Hit Points:	18
SIZ	12	Fatigue Points:	38 = 38
INT	16	Magic Points:	15 + wristband 37 +
POW	15	familiar	12 = 64
DEX	10 (17)	DEX SR:	2
APP	16		

location	melee	missile	points
r leg	01-04	01-03	(7)0/6
l leg	05-08	04-06	(7)0/6
abdomen	09-11	07-10	(7)0/6
chest	12	11-15	(7)0/8
r arm	13-15	16-17	(7)0/5
l arm	16-18	18-19	(7)0/5
head	19-20	20	(7)0/6

weapon	sr	attack	damage	parry	points
Fist	8	67%	1D3 + 7 + 1D6	67%	6
Kick	8	45%	1D6 + 1D6	—	—

Dodge: 69% Martial Arts: 49%

Sorcery (Free INT 16): know by familiar; Create Familiar INT (ritual), Create Familiar POW (ritual), Damage Boosting 73%, Damage Resistance 76%, Dominate Human 45%, Enhance CON 92%, Enhance DEX 66%, Spell Resistance 51%, Tap STR 84%, Tap POW 71%

Magic Skills: Intensify 68%, Duration 57%, Multispell 30%, Range 45%, Ceremony 32%, Enchant 43%, Summon 54%

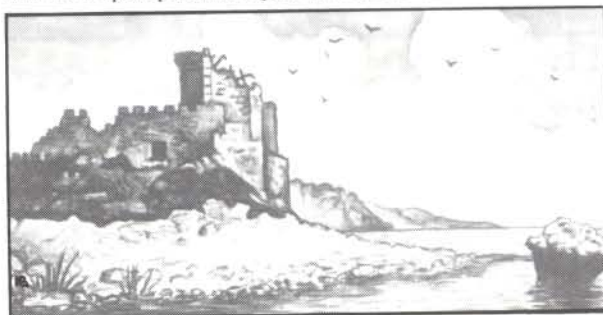
Skills: Animal Lore 74%, Conceal 29%, Evaluate 106%, First Aid 34%, Hide 63%, Plant Lore 74%, Search 96%

Languages: Dwerrow 53%, Elvish 44%, Orcish 32%, Zaring 46%

Magic Items: in addition to those for sale, Arskus Gree's wristband is enchanted to hold 37 magic points.

Treasure: normally carries 90 pennies; ransom is 3,500 pennies.

Notes: always maintains a Damage Resistance 7, Spell Resistance 7, Enhance CON 7, and Enhance DEX 7 on himself, and a Damage Boosting 7 on his right hand. He spends four days a week casting and recovering from these spells plus those spells cast on Shervad.





Servad Goren

Servad Goren is ostensibly Arskus Gree’s factotum, assistant, and apprentice. In reality, Servad is Arskus’ zombie familiar. Servad spends most of his nights in a scent-free pickling solution in a large tub in Arskus’ tower. He looks notoriously wrinkled and pale, but no one (not even Halcyon var Enkorth) has yet realized that Servad is a zombie.

Servad has all the normal abilities of zombies, such as the ability to be dismembered without fatal results, and the natural zombie resistance to impaling weapons and arrows.

characteristics		attributes	
STR	23	Move:	2
CON	21 (28)	Hit Points:	21
SIZ	14	Fatigue Points:	51 – 9 = 42
INT	10	Magic Points:	12
POW	12	+ Arskus 15 = 27	
DEX	8 (15)		
APP	5		

location	melee	missile	points
r leg	01-04	01-03	(7)2/7
l leg	05-08	04-06	(7)2/7
abdomen	09-11	07-10	(7)2/7
chest	12	11-15	(7)2/9
r arm	13-15	16-17	(7)2/6
l arm	16-18	18-19	(7)2/6
head	19-20	20	(7)2/7

weapon	sr	attack	damage	parry	points
Fist	8	40%	1D3+1D6	—	—
Club	7	40%	1D8+1D6	20%	—

Sorcery: (see Arskus Gree)

Languages: Orcish 22%, Zaring 36%,

Treasure: carries no money; Arskus would ransom him for 3,500 pennies.

Notes: always has a Damage Resistance 7, Enhance CON 7, and Enhance DEX 7 maintained on him. Wears tight and tough leather over his body, partly to disguise his true nature.

Cyriel Endelkar

Cyriel is a worshiper of Redeye. He also receives all captive slaves, determines their worth and tapability, and gives them to Halcyon and Glyptus as taxes, or sells them for profit.

Cyriel privately finances many adventuring expeditions, though he would never go on one, and pays well. King Glyptus is a close friend of his.

Though he has converted to the worship of Redeye, the orcs do not trust him with the secrets of sorcery. However, his status in the community permits him to blackmail the local shamans into teaching him spirit magic, in which he has become an expert. He is well-known as the richest human in Ockless, or maybe all of Zarland, not counting the citadel kings.

characteristics		attributes	
STR	12	Move:	3
CON	14	Hit Points:	15
SIZ	15	Fatigue Points:	26 – 7 = 19
INT	18	Magic Points:	18+
POW	18	spirits 32 = 50	
DEX	13	DEX SR:	3
APP	16		

location	melee	missile	points
r leg	01-04	01-03	2/5
l leg	05-08	04-06	2/5
abdomen	09-11	07-10	3/5
chest	12	11-15	3/6
r arm	13-15	16-17	1/4
l arm	16-18	18-19	1/4
head	19-20	20	1/5

weapon	sr	attack	damage	parry	points
Staff	6	64%	1D8+1D4	65%	8
Dagger	8	56%	1D4+2+1D4	53%	6

Dodge: 29%,

Spirit Magic (83%): Detect Gold, Dispel Magic 4, Disruption, Fireblade (4), Glue 3, Second Sight (3), Strength 2 (increases damage bonus to +1D6 and adds 3% to manipulation and agility skills, including weapons skills); (known by intellect spirits) Befuddle (2), Bladesharp 2, Bludgeon 3, Countermagic 4, Glamour 2, Heal 6, Light, Protection 4, Repair 2

Magic Skills: Ceremony 55%, Enchant 23%, Summon 48%

Skills: Animal Lore 47%, Conceal 92%, Disguise Trash 85% (the ability to make a worthless item look valuable), Evaluate 96%, Fast Talk 80%, First Aid 43%, Hide 36%, Jump 79%, Listen 61%, Plant Lore 47%, Scan 70%, Search 69%, Sneak 41%

Languages: Dwerrow 35%, Elvish 44%, Orcish 50%, Zaring 64%

Magic Items: 5 binding enchantments for intellect spirits, 4 binding enchantments for power spirits, plus one binding enchantment for a sylph. Each is in a separate ring on his hands.

Intellect Spirits:		INT 5	POW 6	
	INT 6	POW 8	INT 4	POW 4
	INT 7	POW 12	INT 4	POW 8

Power Spirits: POW 8, POW 8, POW 10, POW 6

Sylph:	5 cubic meters
STR	35
POW	22
HP	21
Move	10

Cyriel also owns an animated dog statue which prowls the yard of the merchant’s compound (see stats below), and he owns a flawed magic wand which takes 2 magic points to use — its only function is to cause all non-living items on the user’s person to become invisible for the next 5 minutes (called Elecora’s Embarrassment, after the priestess who fumbled while making it).

Treasure: normally carries 35 pennies and 26 gold coins worth 12 pennies each; ransom is 8,000 pennies.

Notes: wears heavy leather on legs and torso, with woolen padding on torso, arms, and head.

Stone Dog (incomplete monster)

characteristics		attributes	
STR	27	Move:	2
SIZ	17	Fatigue Points:	n/a
INT	5	Magic Points:	9
DEX	15	DEX SR:	3

location	melee	missile	points
rh leg	01-02	01-02	20/0
lh leg	03-04	03-04	20/0
hind q	05-07	05-09	24/0
fore q	08-10	10-14	24/0
rf leg	11-13	15-16	20/0
lf leg	14-16	17-18	20/0
head	17-20	19-20	22/0

Note: when armor points exceeded, location shatters.

weapon	sr	attack	damage
Bite	7	55%	1D8+2D6

Skills: Hide 66%, Obey Command 88%, Scan 48%, Sneak 39%

Egu Gah

Egu Gah is a powerful orc sorcerer that has specialized in making himself personally deadly. He ruled a tribe of orcs in the mountains before Halcyon var Enkorth battled and conquered him. Now Egu serves Halcyon as a loyal slave. Halcyon treats Egu like dirt, making him sleep on Halcyon's doorstep and fetch Halcyon's food and water from market. Egu does not mind because all the other inhabitants of Ockless bow and scrape before him.

characteristics		attributes	
STR	25 (33)	Move:	3
CON	14 (22)	Hit Points:	16
SIZ	10	Fatigue Points:	39-42 = -3
INT	18	Magic Points:	15
POW	15	+spirits	36=51
DEX	22	DEX SR:	1
APP	6		

location	melee	missile	points
r leg	01-04	01-03	15/6
l leg	05-08	04-06	15/6
abdomen	09-11	07-10	19/6
chest	12	11-15	20/8
r arm	13-15	16-17	15/5
l arm	16-18	18-19	15/5
head	19-20	20	20/6

weapon	sr	attack	damage	parry	points
Scimitar	5	110%	1D6+10+2D6	100%	10
Target	6	55%	1D6+2D6	101%	12
Comp.Bow	1/5/9	98%	1D8+12*	38%	7

*first two arrows—subsequent arrows are 1D8+1.

Sorcery (Free INT 18): all in spell matrices; Armoring Enchantment (ritual), Damage Boosting 47%, Damage Resistance 60%, Enhance STR 30%, Enhance CON 32%

Magic Skills: Intensify 41%, Duration 35%, Range 50%, Multispell 48%, Ceremony 99%, Enchant 30%, Summon 55%

Skills: Conceal 71%, Devise 60%, Evaluate 60%, First Aid 45%, Oratory 102%, Plant Lore 48%, Ride 85%, Search 87%

Languages: Orcish 92%, Zaring 59%

Magic Items: has 5 spell matrices tattooed in complex patterns on his back. They are listed as his personal spells. Also has 2 power spirits bound into tattoos. These have a POW of 18 each.

Note: wears full plate armor with chain underneath. If he takes off his armor, add +36% to his spell casting percentages. He has received the Armoring enchantment on his chest, abdomen, and head.

Maintains Enhance CON 8 and Enhance STR 8 on himself at all times, as well as a Damage Boosting 8 on his sword. Every morning, he uses up his power spirits' magic points casting Damage Boosting 11 on two separate arrows — the first arrows fired in case of trouble.

Taklong Woodheart

Taklong is sincerely pious and given to moments of compassion; it hurts him to see his people falling under the orcish sway. He cares little for tribal rivalry, and places himself beyond petty squabbles. Once able to travel freely between citadels, most of Taklong's time is taken up with leading worship for the remaining faithful, teaching spells, and preparing temple defenses for the inevitable day when Halcyon decides to get rid of the sun priest.

characteristics		attributes	
STR	13	Move:	3
CON	8	Hit Points:	13
SIZ	17	Fatigue Points:	21
INT	18	Magic Points:	18+spirits 60
POW	18	+awakened eagle	16=94
DEX	7	DEX SR:	4
APP	10		

location	melee	missile	points
r leg	01-04	01-03	0/5
l leg	05-08	04-06	0/5
abdomen	09-11	07-10	0/5
chest	12	11-15	0/6
r arm	13-15	16-17	0/4
l arm	16-18	18-19	0/4
head	19-20	20	0/5

weapon	sr	attack	damage	parry	points
2H Spear	6	84%	1D10+1+1D4	75%	10

Dodge: 28%

Spirit Magic (90%): Countermagic 3, Disrupt, Farsee 4, Light, Lightwall (4), Repair 2, Spirit Screen 3; (known by intellect spirits) Befuddle (2), Countermagic 6, Multimissile 4, Silence 3, Speedart, Vigor 4 (adds 4 hit points); (known by awakened eagle — Greybeak) Detect Enemies, Detect Gold, Detect Silver, Heal 4, Second Sight (3)

Divine Magic (100%): Cloud Clear 2, Command Hawk x2, Command Salamander x4, Divination 5, Excommunicate, Extension 6, Mindlink, Shield 4, Soul Sight 2, Spellteaching 3, Spirit Block 2, Summon Salamander, Sunspear x3, Warding 4, Worship Hilde; (one-use only) Resurrect x2

Magic Skills: Ceremony 99%, Enchant 30%, Summon 55%

Skills: Conceal 71%, Devise 60%, Evaluate 60%, First Aid 45%, Oratory 102%, Plant Lore 48%, Ride 85%, Search 87%

Languages: Dwerrow 38%, Elvish 43%, Orcish 62%, Zaring 89%

Magic Items: owns a scroll showing a map of how to get to the hidden Orc Tomb and a bottle of ink that is used for special messages — only the intended receiver of the message can read it.

In addition, has amulets holding binding enchantments for 4 cult intellect spirits, each of INT 5 and POW 10. Also has amulets holding binding enchantments for 3 power spirits, each of POW 20.

Finally, has four large ruby rings (worth 100 pennies each) each holding a binding enchantment for a salamander.

Salamander 1: Salamander 2:

2 cubic meters	3 cubic meters
STR 8	STR 11
POW 8	POW 15
HP 14	HP 18

Salamander 3: Salamander 4:

5 cubic meters	6 cubic meters
STR 16	STR 22
POW 19	POW 24
HP 32	HP 48

Treasure: always carries 80 gold coins worth 12 pennies each. His ransom is 2000 pennies.

Note: has awakened eagle in constant mindlink named Greybeak. This eagle serves as a general scout and familiar.

Greybeak

Eagle familiar of Taklong Woodheart

characteristics		attributes	
STR	5	Move:	1/15 flying
CON	11	Hit Points:	8
SIZ	4	Fatigue Points:	16
INT	10	Magic Points:	16
POW	16	DEX SR:	1
DEX	23		

location	melee	missile	points
r claw	01-02	01	1/3
l claw	03-04	02	1/3
abdomen	05-07	03-06	1/3
chest	08-09	07-11	1/4
r wing	10-13	12-15	1/3
l wing	14-17	16-19	1/3
head	18-20	20	1/3

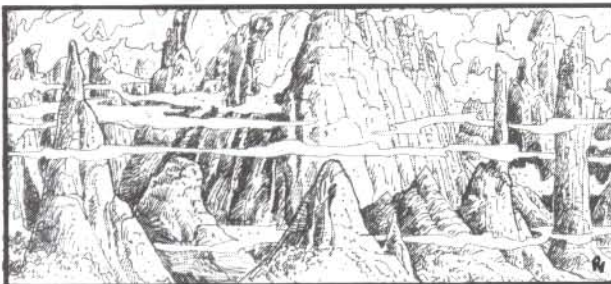
weapon	sr	attack	damage
Claw	7	81%	1D4
Bite	10	65%	1D6

Note: attacks with both claws and bites 3 strike ranks later

Dodge: 92%

Spirit Magic (80%): see above

Skills: Scan 100%, Search 98%



Moraring Broom

Moraring is the rugged innkeep of the Kings Inn. A Zaring son of a swineherd, he is in his prime but totes a paunch.

characteristics		attributes	
STR	12	Move:	3
CON	10	Hit Points:	14
SIZ	17	Fatigue Points:	22
INT	13	Magic Points:	13
POW	13	DEX SR:	3
DEX	12		
APP	12		

location	melee	missile	points
r leg	01-04	01-03	0/5
l leg	05-08	04-06	0/5
abdomen	09-11	07-10	0/5
chest	12	11-15	0/6
r arm	13-15	16-17	0/4
l arm	16-18	18-19	0/4
head	19-20	20	0/5

weapon	sr	attack	damage	parry	points
Dagger	7	26%	1D4+2+1D4	31%	6
Self Bow	3/9	35%	1D6+1	26%	5
Grapple	7	50%	special	50%	—

Spirit Magic (65%): Healing 2, Light, Repair 2

Skills: Animal Lore 48%, Cook 46%, Craft/butchery 35%, Craft/carpentry 31%, Fast Talk 24%, Raise Pigs 45%

Languages: Orcish 25%, Zaring 40%

Treasure: 87 pennies in a strong box kept beneath the counter. Wears superior clothing, worth around 145 pennies per suit.

Halcyon var Enkorth

Halcyon is a haughty, self-important man. Over a century old, he has mastered the arts of deceit and treachery. He finds it surprisingly easy to lie, he would stab a friend in the back for a profit, and he steals from the elderly when he is bored. Halcyon rules the orcs with a steel hand - the orcs fear him greatly.

characteristics		attributes	
STR	12 (26)	Move:	3
CON	12 (26)	Hit Points:	19+34=53
SIZ	11	Fatigue Points:	52
INT	17	Magic Points: own	40 (from Tapping)
POW	20	+ stoorworm	62+ring 60+Frangling
DEX	17 (21)	26+staff	30=218 total
APP	16		

location	melee	missile	points
r leg	01-04	01-03	(20)/18
l leg	05-08	04-06	(20)/18
abdomen	09-11	07-10	(20)/18
chest	12	11-15	(20)/22
r arm	13-15	16-17	(20)/14
l arm	16-18	18-19	(20)/14
head	19-20	20	(20)/18

Note: Halcyon has a Damage Resistance 20 upon him at all times. He has had 34 hit points added to his total via Strengthening Enchantments.

weapon	sr	attack	damage	parry	points
Staff	4	85%	1D8+1D6+9	85%	8
			+Tap effect		

Has Intensity 14 Enhance STR and CON, Intensity 4 Enhance DEX and Intensity 9 Damage Boosting (staff) always on.

Sorcery Spells (Free INT 17): (carried in Magic Ring; these spells are available to both Halcyon and the ring) - Cast Back 200%, Damage Boosting 182%, Damage Resistance 175%, Mystic Vision 210%, Neutralize Magic 167%, Protective Circle 183%, Regenerate 99%, Create Sight 144%, Spell Resistance 174%, Spirit Resistance 133%, Teleport 208%. Treat Wounds 93%, (carried in other matrices) Enhance STR 149%, Enhance CON 172%, Fly 190%, Tap STR 165%, Tap CON 179%, Tap SIZ 144%, Tap INT 142%, Tap POW 199%, Tap DEX 153%, Tap APP 109%

Magic Skills: Ceremony 102%, Enchant 94%, Summon 80%, Intensity 122%, Duration 120%, Multispell 120%, Range 123%

Magic Skills: Ceremony 102%, Enchant 94%, Summon 80%, Intensity 122%, Duration 120%, Multispell 120%, Range 123%

Magic Items: a homing circle for the Teleport spell is safely hidden in Halcyon's dungeon.

The Flying Circle — Halcyon normally travels atop a 2-meter-diameter wooden disk (SIZ 4). A magic spirit is bound within the disk, and three power spirits (each of POW 25) are linked to provide their MP to that magic spirit and no one else. The disk is also enchanted with an Intensity 10 Fly spell set up to be available both to the magic spirit and to anyone touching the disk.

The spirit is under obligation to obey implicitly any sorcerer (i.e., anyone knowing the skills of Duration, Range, or Multispell) sitting atop the disk and speaking the code word "rameumptom." The spirit cannot obey any other being, and may cast only the Fly spell.

The Flying Circle's Magic Spirit: INT 15, POW 25

Sorcery Spells (Free INT 15): the only spell known to this spirit is the Fly spell contained within the disk.

Magic Skills: Intensity 99%, Duration 97%. Typically, Halcyon boards his disk with Frangling attached to his shoulder and commands the spirit to fly him to the desired spot. Halcyon casts a Sight Creation spell upon the disk before beginning travel. Since the disk spirit has no physical senses, this spell is necessary and sufficient for travel. The spirit usually casts an Intensity 20, Duration 5 spell, capable of carrying 16 SIZ (Halcyon plus Frangling plus the disk) at a speed of 4 meters/SR for over 4 hours (or up to 48 km distance).

At all times, the disk spirit keeps an Intensity 7 (4 for the disk's SIZ, and 3 for movement), Duration 15 Fly spell active, and has orders to follow Halcyon wherever he goes out of doors. The disk has 16 armor points and is protected by an Intensity 20 Damage Resistance at all times.

His Staff — Halcyon carries a staff which can store up to 30 MPs. When the staff is used to strike sharply any non-sorcerer, 20 of these MPs are expended and 1D6 is Tapped from each of the victim's characteristics. The 7D6 MPs gained replace those used in the attack. If the staff has fewer than 20 MPs currently stored, needed MPs can be supplied by its user.

The rod carries matrices for Intensity 2 Tap STR, Intensity 3 Tap CON, Intensity 3 Tap SIZ, Intensity 5 Tap INT, Tap POW, Intensity 2 Tap DEX, and Intensity 4 Tap APP.

The Necklace of Augmentation — this is a necklace of silver chains which Halcyon wears under his cloak. It contains matrices for Intensity 8 Enhance STR, Intensity 8 Enhance CON, and Intensity 12 Damage Resistance.

His Rings — Halcyon has five magic rings. One of them is actually his familiar and is described below. Another holds eight matrices — one for each of the seven Tap spells plus a Dominate Sylph. The last three rings each hold an 8-cubic-meter sylph.

- Sylph One: STR 51, POW 26, HP 34, move 10
- Sylph Two: STR 45, POW 30, HP 26, move 10
- Sylph Three: STR 48, POW 34, HP 32, move 10

Each sylph is protected by a Damage Resistance 20 spell with 4-week duration.



Halcyon's Three Familiars

Frangling the Pterodactyl — this small horror commonly clings to Halcyon's shoulder. Halcyon created his favorite familiar by drowning a small pterodactyl and forcing a ghoul spirit into the corpse.

characteristics		attributes	
STR	3 (17)	Move:	1/10 flying
CON	12 (26)	Hit Points:	14 + 19 = 33
SIZ	1	Fatigue Points:	15
INT	16	Magic Points:	26
POW	13		(from Tapping)
DEX	20 (24)	DEX SR:	1

location	1D20	points	
body	01-20	(20)	14/33

Note: Frangling has a Damage Resistance 20 upon him at all times. He has had 19 hit points added to his total via Strengthening Enchantments, and 14 points of armor given his body through Armoring Enchantments.

weapon	sr	attack	damage
Bite	7	160%	1D8 + 9 + potency paralytic poison
Howl	1	Auto	Demoralize

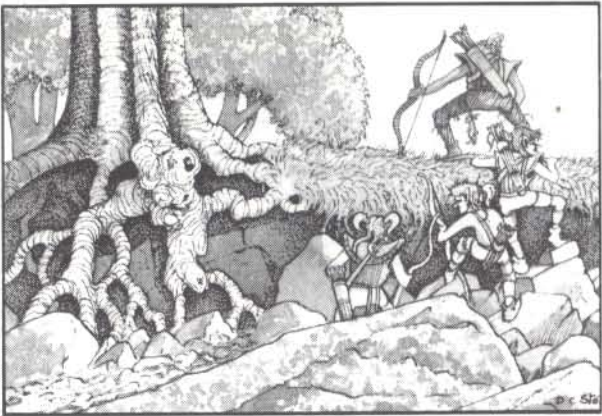
Magic: the howl costs an extra point of fatigue to use. When Frangling howls, match his MP vs. the INT of all listeners. All those overcome become Demoralized until the howl stops. For further details, see page 21 in the *RuneQuest* Creatures Book, under "Ghoul."

Has Intensity 14 Enhance STR and CON, Intensity 4 Enhance DEX and Intensity 9 Damage Boosting (bite) always on.

Sorcery Spells (Free INT 16): [8 spells are tattooed in matrices on Frangling's wings] — Diminish DEX 137%, Hinder 151%, Neutralize Magic 141%, Palsy 136%, Tap INT 167%, Tap POW 122%, Teleport 103%

Magic Skills: Ceremony 57%, Summon 41%, Enchant 61%, Intensity 74%, Duration 46%, Range 79%, Multispell 70%

Magic Items: Frangling has a homing circle for his Teleport spell ensconced in Halcyon's dungeon.



The Magic Ring — Halcyon wears a heavy brass ring which everyone knows is magical. In fact, the ring is not only magical, it is a living being. Halcyon placed a magic spirit into a magic spirit binding enchantment in this ring, then made the spirit his familiar, using the ring as the spirit's body. Halcyon has other enchantments on this ring as well, and both the spirit and Halcyon can use these enchantments. The ring can propel itself by rolling across the ground if necessary.

characteristics		attributes	
STR	2	Move:	1 rolling
CON	2	Hit Points:	2
SIZ	1	Fatigue Points:	4
INT	20	Magic Points:	60
POW	30		(from Tapping)
DEX	2	DEX SR:	4

Note: has 24 armor points, but also has a Damage Resistance 20 upon it at all times. Has had 20 armor points added to it through Armoring Enchantments.

Sorcery Spells (free INT 20): (12 spells matrices are held in this ring. These spells are available to both Halcyon and the ring) - Cast Back 108%, Create Sight 100%, Damage Boosting 100%, Damage Resistance 92%, Mystic Vision 130%, Neutralize Magic 97%, Protective Circle 89%, Regenerate 65%, Spell Resistance 100%, Spirit Resistance 102%, Teleport 98%, Treat Wounds 83%

Magic Skills: Ceremony 38%, Enchant 82%, Summon 50%, Intensify 88%, Duration 82%, Multispell 81%, Range 84%



The Stoorworm — everyone knows that Halcyon keeps some terrible monster in his dungeon. The stoorworm is the last of Halcyon’s familiars, but is possibly the most terrible.

characteristics		attributes
STR	50 (64)	Move: 3
CON	28 (42)	Hit Points: 51+20=71
SIZ	60	Fatigue Points: 78
INT	10	Magic Points: own 62 (from Tapping)
POW	31	+ spirit 14 = 76 total
DEX	6 (10)	DEX SR: 3

location	D20	points
tail	01-06	(20) 19/24
body	07-14	(20) 18/29
head	15-20	(20) 16/24

Note: the stoorworm has a Damage Resistance 20 upon him at all times. Has had Armoring Enchantments cast to boost his natural armor. Has had 20 hit points added through Strengthening Enchantment.

weapon	sr	attack	damage
Bite	6	124%	1D10+7D6+9
Breath	1	100%	poison only

Note: the stoorworm can bite and emit its poisonous vapors simultaneously. The poison cloud has a radius of 3 meters and a potency of 31.

Magic: regenerates hit points at the rate of 2 points per location per round until dead.

The poison cloud costs the stoorworm one extra fatigue point every round to keep going.

Has Intensity 14 Enhance STR and CON, Intensity 4 Enhance DEX and Intensity 9 Damage Boosting (bite) always on.

Sorcery Spells (Free INT 10): [4 spells are tattooed into the stoorworm’s scalp-plate] Diminish CON 91%, Dominate Power Spirit 85%, Neutralize Magic 93%, Summon Power Spirit, Tap POW 98%

Magic Skills: Ceremony 36%, Intensity 90%

Magic Items: in addition to the scalp-plate spell matrices described above, the stoorworm has a Power Spirit Binding Enchantment tattooed into its belly plating which holds a spirit of POW 14. If necessary, the stoorworm will Tap this spirit (only after the spirit’s magic points are gone, however). If the stoorworm has been forced to expend a great deal of fatigue in keeping its gas cloud active, it is likely to Tap the spirit for fatigue.

Points and Places of Ockless

This information would not become familiar to the adventurers if they only visit the city briefly or conduct only casual relations with the residents. Indeed, they will not even know of the existence of some of these places unless they seriously investigate Ockless. Occasionally are included comments on locations already described in the Player Handouts deserving of special gamemaster note.

1) The Southern Approach and Giant’s Gate

The southern approach is the only one into the city for visitors. All non-citizens of Ockless must purchase passes at the southern guard tower and present those passes on demand to any orc or citadel guard who demands it. Passes are a penny (or a penny’s worth of trade goods) for Zarings, and ten pennies for foreigners. However, greedy guards usually at least double these prices. Elves and dwarfs are not allowed passage into the citadel. It is even worse for members of Ockless’s citadel clans and citizens. They are marked as children (branded) to show orcish possession.

13) The Trader’s Warehouse

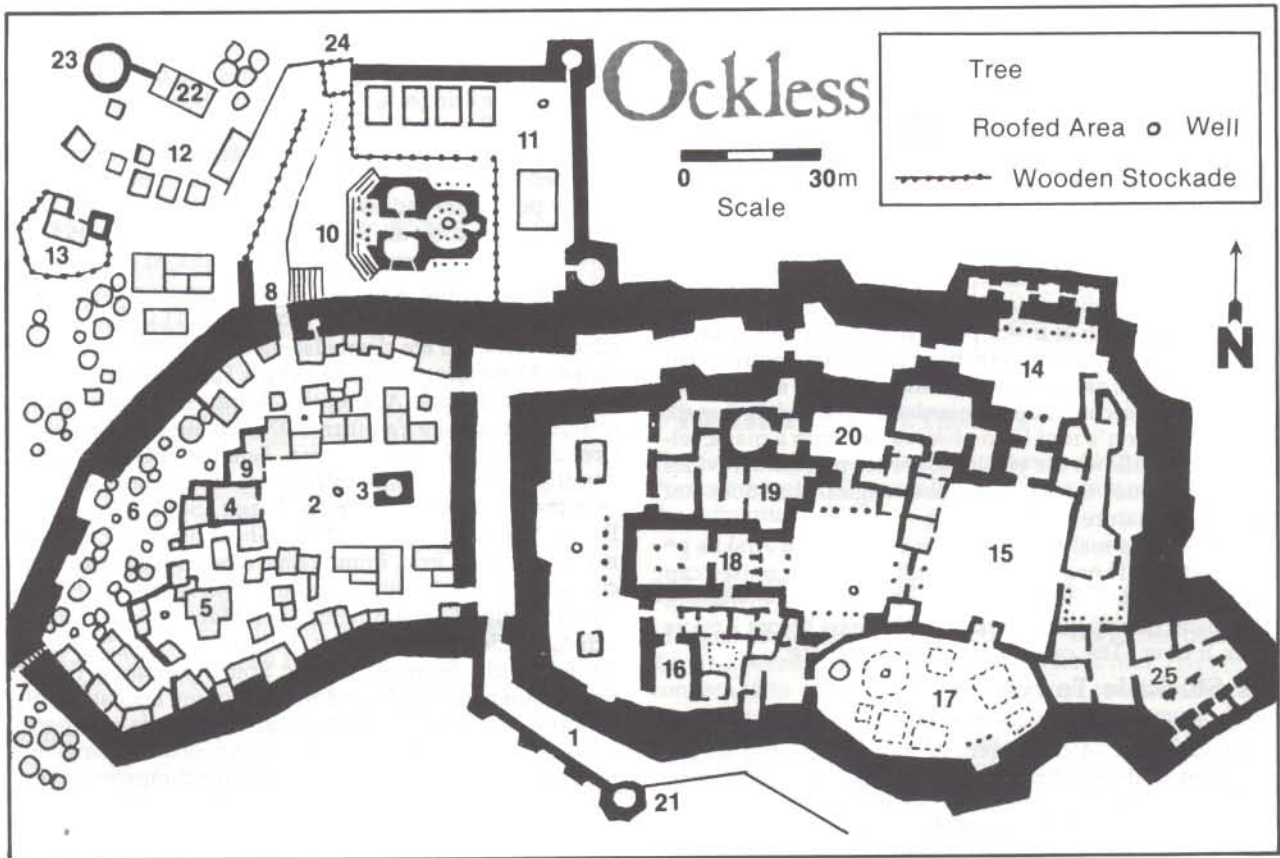
A trio of watchmen always stand on guard. Use the statistics of typical citadel guards. The interior is also patrolled by Cyriel’s magic stone dog.

16) The Warrior Barracks

This area houses most of the 30 human warriors who serve King Glyptus.

17) The Necropolis

This is the burial ground of dead Ockless kings and their families. The tombs are all underground and have not been looted, due to their proximity to the palace. The tomb with the small square in the center is reputed to be the burial site of legendary Ockless. This legend is true.



18) The Palace

The structure housing the number is the megaron or throne room complex. It is one of the consistent design features of each of the three citadels. The room containing the four pillars is the throne room/audience hall. The rest of the palace rooms are overdone with lavish furnishings. Most of the decorating was supervised by Queen Jocestis and her oldest son Sylveius.

19) The Treasury

This is the king's storage room. It contains trade goods and household items that are not currently in use. The total value of all such items in the storage rooms is 5000 pennies. The king also has an actual treasure kept in the farthest room. It consists of 9000 copper coins (worth 1/10 penny each), 302 pennies, 343 gold coins (worth 12 pennies each), a crown shaped like a golden hawk's head worth 300 pennies, and a gaudy bracelet cast off by Sylveius worth 48 pennies. The treasure is guarded by an 8-man squad of citadel warriors.

21) The Southern Guard Tower and Approach Wall

This recent construction (about 25 years old) was built by the orcs to add another line of protection to this new "outpost". The wall and tower are mortared stone. The tower is about 10 meters tall (still far shorter than the adjacent megalithic walls) and houses two guards, an orc sergeant, and a gate-keeper. A walkway runs along the wall back to the city proper. This is a popular outpost for the orcs, since it is the only route by which foreigners may approach or leave Ockless, allowing them to extort valuables from visitors in exchange for passes. On the roof of the tower is a powerful ballista, originally used to take the citadel, now used to defend it.

23) Gree Tower

This dark, circular tower is the current (and temporary) home of Arskus Gree. The tower has a single locked and bolted door to the outside. It has three stories (including the enclosed observatory on the roof) and a cellar. The ground floor is a warehouse and contains the bulkier, less valuable objects of Arskus's trade, including local statuary (looted from temples, crypts, and palaces) dinosaur bones, slarge hides, bluebuck horns, a crate of local totemistic art, and a half-dozen fresh-looking mummified Zaring corpses.

The warehouse is protected by the mummified Zarings, who are actually mummies, and are enchanted slaves of Arskus'. Roll their stats randomly if needed.

The second floor holds Arskus' living quarters and his sorcerous paraphernalia, along with his more valuable acquisitions, such as magic point storage crystals, pickled gorgosaur eyes, sabertooth tiger ivory scrimshaw, clan medicine bags, semi-precious stone carvings, etc. The entrance to the second floor is guarded by a Warding 8 spell.

On the tower's roof is an observatory with a magic telescope that allows the viewer to see for miles and reveals whether or not things it sees are magical (but does not reveal the nature of the magic).

The cellar is sealed and neither the orcs nor Arskus go down there. If one listens carefully, strange noises can be heard behind the barred door. The original owners of the tower disappeared mysteriously years before Arskus took it over. The cause may be down there.

24 Stockade Tower

This guardhouse protects the northern approach to the orc compound. A contingent of four guards and an orc sergeant is always here to check passes and turn away foreigners, directing them to the proper gate. On the tower's roof is a ballista, which can be turned easily to face the citadel, if that becomes necessary.

25) Halcyon's Lair

The archwizard took this low tower as his own home and filled it with necromantic equipment to further his own ends. Only the ground floor is visited by anyone, including his own orcs and commanders. Rumor insists that demons guard each floor of the tower for him.

Outside: In the courtyard before Halcyon's fortress-dungeon are always at least a dozen well-armed orcs on guard. They have standing orders to kill anyone except Queen Jocestis, Cyriel Endelkar, or Euryptus that comes here unescorted by Halcyon himself. When Halcyon is at home, Egu Gah sits or sleeps on the front stoop.

Ground Floor: Halcyon Var Enkorth lives here. The apartment is as lavishly furnished as any on Griffin Island, and includes such conveniences as a feather mattress of griffin down, a mechanical clock, and an ice water fountain in one wall. A stairwell leads down. Twelve griffin wishbones are arranged nicely among the trophies of his public room. The total stored magic points here equal 107.

Basement: This is a single 6-meter-diameter 2-meter-high circular chamber with a stairwell in one wall leading down. Halcyon creates magic items and casts spells here, obtaining any necessary spell matrices from the basement. A stone pillar in the middle of the floor holds a crystal circlet enchanted with Range 6 Sight Projection and Range 6 Hearing Projection. Halcyon uses this circlet to spy all over the island and to cast spells to blast his enemies from safety. This circlet cannot be removed without breaking it.

The stone pillar is enchanted. If the crystal circlet is broken, a 16-cubic-meter sylph appears, grabs everyone in the room, and carries them down to the basement, where it holds them tightly against the floor (to activate the dungeon's defensive Tap spell) until they are killed by the stoorworm.

Huge Sylph: STR 112, POW 53, HP 80, move 10

Dungeon: This 10-meter-diameter circular chamber has a 2.5-meter high ceiling and one permanent inhabitant, the stoorworm. This dungeon is an enchanted area. An Intensity 3 Tap POW spell is linked to 40 stored magic points. When any complete creature which is not a sorcerer or a sorcerer's familiar touches the floor, walls, or ceiling of the dungeon, the Tap is cast, boosted by 17 magic points. All gained magic points are placed into storage. The spell is cast again if the target remains in the room, boosted the same way. This continues until the stored magic points are reduced below 20, when one last spell is cast boosted by all remaining magic points, and the effect ends until more magic points are placed into storage.

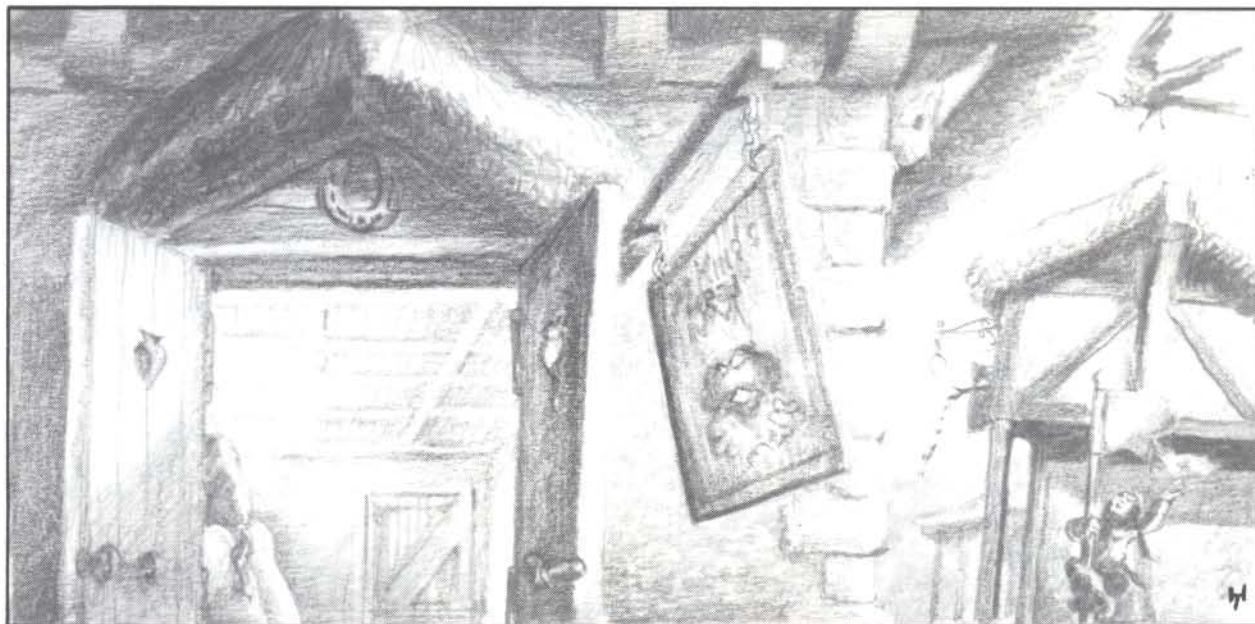
Hanging on the wall of Halcyon's dungeon are 27 individual spell matrices in the form of small (.02 ENC each) silver wafers. All are clearly labelled and arranged in neat ranks. These are the spells which Halcyon only rarely uses. They include Apprentice Bonding, Armoring Enchantment, Create Familiar CON, Create Familiar DEX, Create Familiar INT, Create Familiar POW, Create Familiar STR, Create Vampire, Dominate Ghost, Dominate Ghoul, Dominate Magic Spirit, Dominate Power Spirit, Dominate Sylph, Ghost Binding Enchantment, Homing Circle, Immortality, Magic Point Matrix Enchantment, Magic Spirit Binding Enchantment, Power Spirit Binding Enchantment, Spell Matrix Enchantment, Strengthening Enchantment, Summon Ghost, Summon Ghoul Spirit, Summon Magic Spirit, Summon Power Spirit, Summon Sylph, and Sylph Binding Enchantment. Halcyon is at 95%+ in all the Dominate spells kept here.

Two homing circles (one for Halcyon, one for Frangling) for Teleport spells are engraved into the dungeon's floor.

Finally, 57 griffin wishbones are stacked neatly on tables on one side of this chamber. These bones hold a total of 480 magic points.

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Soldier Port



Population of Soldier Port

Total Population=1100
Total Families=160
Total Men=600

Composition:

100 Mercenaries
20 priests and shamans
120 slaves, assistants, and artisans
80 swineherds
160 fishermen
300 foreigners (mostly ships' crews)

Arriving in Soldier Port

No orcs are ever allowed within Soldier Port. Elves and dwarfs are allowed to trade here, and several local elves and outland dwarfs serve in Mauge's mercenaries.

From a Distance:

Ships arriving at Soldier Port are usually met by the local boats about a mile out to sea. The scouts report back about the ship, which rows closer and is beached.

Once ashore the captain of the watch collects payment, or else sends the ship to Bad Beach.

First Contact:

Gate guards at Soldier Port are mercenaries, a motley but roughly efficient crew. The gate guards stop everyone and collect a penny per person who enters. They also cast various Detection spells as part of their job.

General Authority Attitudes:

None of the armed groups of the city mistreat visitors, except to enforce the persistent penny taxes imposed by Mauge. They do not seek bribes and report persistent bribery attempts to Mauge.

Treatment of Troublemakers:

Mercenaries try to calm the trouble, and if they fail then the Threespears try. Troublemakers are usually stripped, beaten, thrown outside the city walls, and forbidden to ever return.

Visiting the High Plutarch:

Every visiting merchant is escorted, shortly after landing, to Mauge. His personal guards are allowed along as well. The visitor is fed fine food while he reports his cargo and sells whatever Mauge wishes to buy.

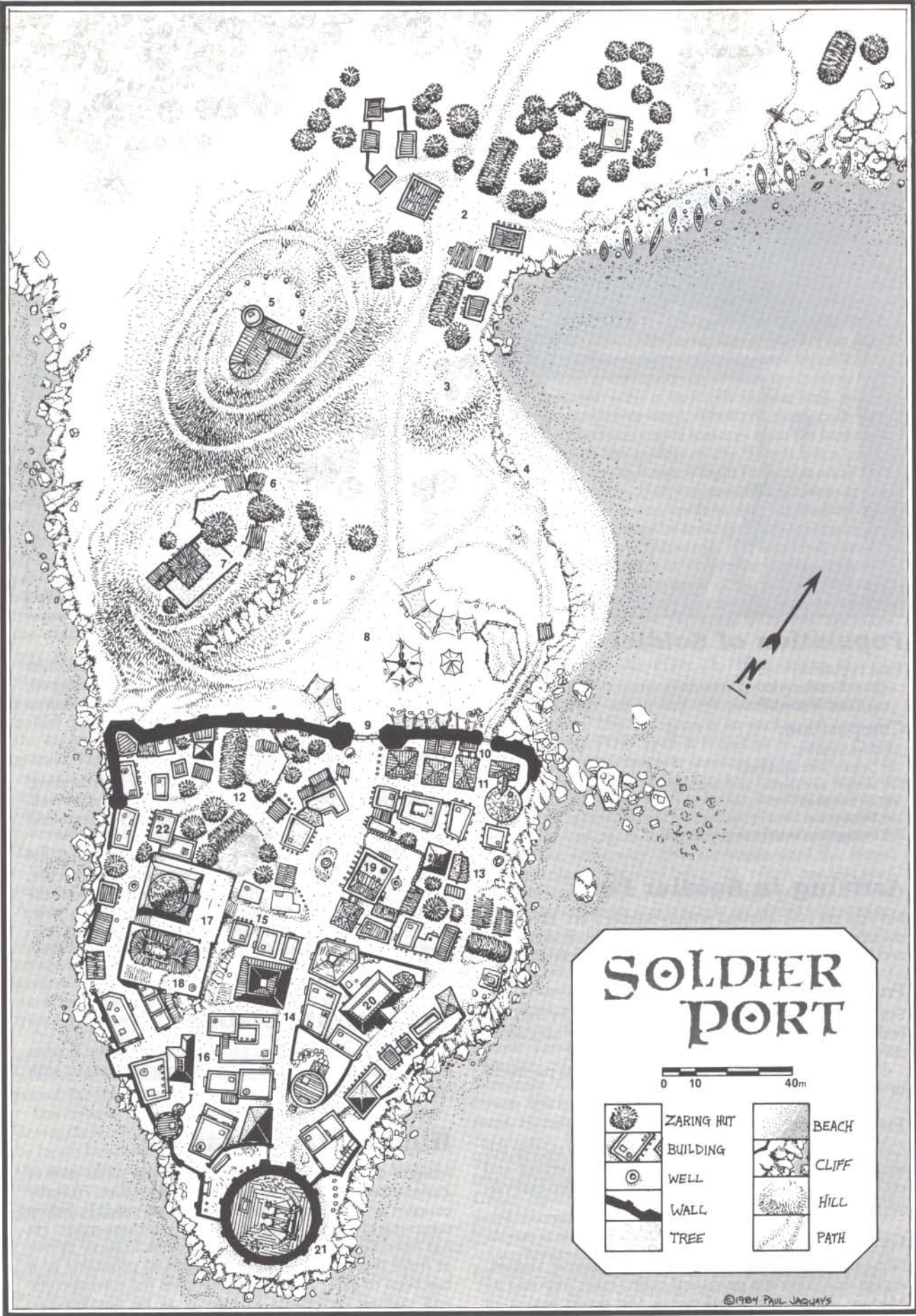
To depart, every shipmaster must stop and get Mauge's personal permission. A similar dinner occurs, while Mauge politely grills the ship captain about the merchant's success. Mauge occasionally imposes fines or fees at the last moment, and just as often rewards both captains and merchants with fine personal presents when they leave.

Prominent Persons

The following persons are prominent within the Soldier Port community. They are likely to come into contact with the adventurers.

High Plutarch Mauge

Mauge does not attempt to conquer any other part of Zarland because doing so lacks interest for him. His only concern is to obtain as much wealth as possible before returning to a more civilized locale, his fortune made. He has been here for eight years, and plans to leave in two or three more years if the town stays as profitable as it has been to date. To this end, he taxes the townspeople and visiting merchants as heavily as he possibly can without crippling the town's economy.





Maugre is very practical, and is a likely employer of any player-characters who wish to become mercenaries. He does not often send out his mercenaries on special missions, but grants them a two-week leave each season. Maugre is not a cruel man. He never orders his soldiers to execute anyone, though beatings of pilferers or tax-evaders are commonplace.

Maugre, as befits his status, is difficult to get to see. Those wishing to speak with him must go to the citadel, where the Threespears accost them and screen all visitors. Only those who have important or profitable news are allowed inside.

characteristics		attributes	
STR	12	Move:	3
CON	16	Hit Points:	16
SIZ	16	Fatigue Points:	28
INT	17	Magic Points:	19
POW	19	DEX SR:	2
DEX	18		
APP	9		

location	melee	missile	points
r leg	01-04	01-03	(20)/6
l leg	05-08	04-06	(20)/6
abdomen	09-11	07-10	(20)/6
chest	12	11-15	(20)/8
r arm	13-15	16-17	(20)/5
l arm	16-18	18-19	(20)/5
head	19-20	20	(20)/6

Note: has 20-point Damage Resistance spell

weapon	sr	attack	damage	parry	points
1H Spear	5	78%	1D8+21+1D4	45%	10
Javelin	2/7	77%	1D8+13+1D4	45%	8
Large Shield	6	21%	1D6+1D4	60%	16

Dodge: 41%

Spirit Magic (86%): Disrupt, Healing 2

Sorcery (Free INT = 12): Mystic Vision 85%, Regenerate 42%

Magic Skills: Intensify 66%

Skills: Animal Lore 38%, Boat 52%, Devise 92%, Evaluate 128%, Fast Talk 43%, Human Lore 46%, Listen 95%, Orate 98%, Plant Lore 29%, Scan 101%, Search 108%, Shiphandling 41%, Swim 89%, World Lore 78%

Languages: Dwerrow 32%, Elvish 30%, Own Language (spoken only by the Threespears, Gladstone, and Maugre himself) 67%, Zaring 55%

Magic Items: all magic items that Maugre obtains are either given to Gladstone or one of the Threespears, or traded to merchants for hard cash. He owns no magic items of his own.

However, Gladstone is kept busy maintaining several long-duration spells upon Maugre. Foremost is the 20 point Damage Resistance kept upon his person. In addition, a 20 point Spell Resistance and a 20 point Spirit Resistance are always kept up. Maugre's favorite spear has a 20 point Damage Boosting upon it, and all Maugre's javelins have 13 point Damage Boostings upon them.

Treasure: Maugre never carries any money, though his robes are worth at least 150 pennies. He has an immense treasure accumulated in his tower.

Sample Threespear

The Threespears are Maugre's personal bodyguards. They are absolutely loyal, and they are very good fighters.

characteristics		attributes	
STR	18	Move:	3
CON	17	Hit Points:	17
SIZ	17	Fatigue Points:	35 - 13 = 22
INT	14	Magic Points:	16
POW	16	DEX SR:	1
DEX	20		
APP	12		

location	melee	missile	points
r leg	01-04	01-03	(17)/6
l leg	05-08	04-06	(17)/6
abdomen	09-11	07-10	(17)/6
chest	12	11-15	(17)/8
r arm	13-15	16-17	(17)/5
l arm	16-18	18-19	(17)/5
head	19-20	20	(17)/6

Note: has 17 point Damage Resistance

weapon	sr	attack	damage	parry	points
1H Spear	4	120%	1D8+18+1D6	75%	10
Javelin	2/7	100%	1D8+13+1D3	75%	8
Large Shield	5	40%	1D6+1D6	110%	16

Dodge: 90%

Spirit Magic (67%): Demoralize (2), Disrupt, Heal 7, Protection 3, Speedart; (in matrices) Bladesharp 6, Repair 3

Skills: Climb 80%, Conceal 60%, First Aid 50%, Hide 50%, Jump 60%, Listen 80%, Scan 80%, Search 80%, Sneak 50%, Track 90%

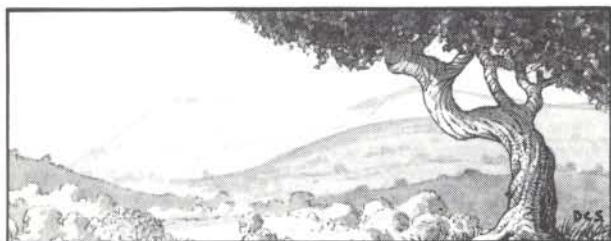
Languages: Own 50% (spoken only by Maugre, Gladstone, and the Threespears), Zaring 30%

Magic Items: each has a binding enchantment holding a power spirit (POW 18) and an armband holding matrices for Bladesharp 6 and Repair 3.

Treasure: usually carries 2D100 pennies. If captured, ransom would be 3000 pennies from Maugre plus his eternal hatred.

Notes: each Threespear carries a long one-handed spear and two javelins behind a tall shield. The long spear has a 17 point Damage Boosting cast upon it, and each javelin has a 13 point Damage Boosting. All the Threespears have a 17 point Damage Resistance on their bodies, as well as a 17 point Spell Resistance and a 17 point Spirit Resistance.





Gladstone

Gladstone is Maugre's sorcerer. He is dreaded and feared throughout the town because of this. He always goes robed and cowed and only a few people have ever seen his face. He is very short, and his limbs and legs weirdly deformed — doubtless, whisper the townsfolk, because of his devotion to evil demons and his personal sacrifices to his blood-sucking familiars.

If any adventurer tries to get specifics on any of Gladstone's foul deeds, he will get an earful of weird disappearances, monstrous black shadows seen visiting the tower at night, and small children and beggars struck numb or killed by a touch from the sorcerer. However, no one personally knows anyone to whom such an event happened — the stories are always second- or third-hand.

In fact, Gladstone is a duck. He is staying with Maugre for high wages and all the research time he desires, after his regular (fairly light) duties are through. He is loyal to Maugre, since he knows that the populace would be at his scrawny throat in a minute if Maugre were removed. Still, he fosters this superstitious fear because it eases his way about town — when you are only a meter tall, it helps a lot for everyone in your path to rapidly scatter at your approach.

Gladstone's duties are to cast a 20-point each Damage Resistance, Spell Resistance, Spirit Resistance, and Damage Boosting for Maugre once a week, for a one-week duration. Also, each week he casts a 17 point each Damage Resistance, Spell Resistance, Spirit Resistance, and Damage Boosting for a Threespear, for an eight-week duration. He also casts a 20 point each Damage Resistance, Spell Resistance, Spirit Resistance, and a 1 point Mystic Vision on himself every week. Every couple of years he casts a long series of Damage Boosting 13 spells on all the javelins in the palace, with a duration of two years. These jobs take all his magic points 5 days a week. The rest of the time he researches sorcery.

Treasure Room Defenses

Maugre's treasure room is an enchanted place, carefully spelled by a series of sorcerers, native shamans, and hired priests during his first two years in Soldier Port. None of the protective spells affect or harm Maugre, Gladstone, or the Threespears.

All the walls of the treasure section have numerous, extremely thin stilettos hung from them.

The walls and doors of all the rooms are permanently enchanted with a Damage Resistance 20 spell.

Any human, dwarf, elf, or orc touching a treasure room door is attacked by a Dominate Human, Dwarf, Elf, or Orc spell, as appropriate, of Intensity 20. When Maugre had the spells installed, he did not know of the slarges' existence or there would have been a spell vs. them as well.

When a character is successfully Dominated by the protective spell, he is immediately commanded to snatch down one of the many stilettos hung from the walls and stick it into his ear or nose, through helmet slits if necessary. Immediately thereafter, another spell goes into action and a Fireblade is cast upon the stiletto, thus giving the character 3D6 points of damage to his head. Since he has already inserted the stiletto, no armor protects vs. this damage. The damage will continue until the weapon is either snatched from his head by a comrade (this requires a DEX×3 roll) or the spell expires.

characteristics

STR 7 _____
CON 17 _____
SIZ 4 _____
INT 18 _____
POW 20 _____
DEX 16 _____
APP 4 _____

attributes

Move: 2/2 swimming
Hit Points: 11 _____
Fatigue Points: 24 _____
Magic Points: 20 _____
+ spirits 40 = 60 _____
DEX SR: 2 _____

location	melee	missile	points
r leg	01-04	01-03	(20)/4 _____
l leg	05-08	04-06	(20)/4 _____
abdomen	09-11	07-10	(20)/4 _____
chest	12	11-15	(20)/5 _____
r arm	13-15	16-17	(20)/3 _____
l arm	16-18	18-19	(20)/3 _____
head	19-20	20	(20)/4 _____

Weapons: carries no weapons and has no effective attacks

Dodge: 48%

Sorcery (free INT=18): (all held in matrices) Damage Boosting 121%, Damage Resistance 130%, Mystic Vision 98%, Palsy 85%, Spell Resistance 108%, Spirit Resistance 111%

Magic Skills: Intensity 95%, Duration 98%, Range 56%, Multispell 82%

Skills: Animal Lore 50%, Hide 64%, Human Lore 85%, Mineral Lore 62%, Plant Lore 59%, Sneak 72%, World Lore 27%

Languages: Own 53% (spoken only by Maugre, Gladstone, and the Threespears), Zaring 28%

Magic Items: has a separate amulet for each of his 6 spells. In each case (except for his Palsy and Mystic Vision spells) the amulet holds 6 points of Intensity and 6 points of Duration which can be added to his own free INT to manipulate the spells. The Palsy and Mystic Vision spells are ordinary matrices with nothing added.

Also has binding enchantments in amulets for 3 power spirits (POW 15, POW 15, and POW 10).

Treasure: carries no money, taking what he needs from any place in town. His ransom is 8000 pennies plus eternal hatred from Maugre.

Notes: Wears a 20 point each Damage Resistance, Spell Resistance, Spirit Resistance, and a 1 point Mystic Vision at all times.

When threatened, his reaction is to Multispell three Palsy spells simultaneously, trusting in his Damage Resistance to protect him until he gets the spell off.

When anyone steps through a treasure room door, he encounters a Warding 12, doing 12D3 damage to a random body part. The rods for the spell are set along the walls well away from the door, so they cannot be reached or seen without first encountering the spell. The rods are set to form the boundaries of a very narrow rectangle. Anyone persisting in trying to enter a treasure room, or who tries to edge along a wall, encounters the second boundary of the spell and takes another 12D3 damage.

Finally, once the Warding has been passed, malignant spirits attack any intruders. Each room holds a wraith (stats as in *RuneQuest* — roll 1D3 for type — 1=STR-affecting, 2=INT-affecting, and 3=CON-affecting. None know any spells). Just before the wraith attacks, a Dispel Magic 8 spell strikes the wraith's target — it is intended to dispel any Spirit Resistance, Spirit Block, or Spirit Screen the target has up. Each room also holds 4 madness spirits with POW 3D6+6 each, and Dispel Magic 8 spells are cast with their attacks as well.

There are a number of power spirits bound into the stones of each room. Their magic points are used to empower the spells cast against intruders. These power spirits cannot give up their magic points for any purpose but powering these spells. There is a varying number of power spirits in each room, but the total POW of the spirits adds up to 120 in each case.

Manscher Boldbuster



He is the head of Maugre's regular mercenaries. He is tall with a thick, black beard.

characteristics		attributes	
STR	15	Move:	3
CON	18	Hit Points:	16
SIZ	14	Fatigue Points:	39 - 29 = 4
INT	13	Magic Points:	14
POW	14	+ spirit	8 = 22
DEX	18	DEX SR:	2
APP	13		

location	melee	missile	points
r leg	01-04	01-03	7/6
l leg	05-08	04-06	7/6
abdomen	09-11	07-10	7/6
chest	12	11-15	7/8
r arm	13-15	16-17	7/5
l arm	16-18	18-19	7/5
head	19-20	20	7/6

weapon	sr	attack	damage	parry	points
Hvy Mace	6	92%	1D10 + 1D4	71%	10
Target	7	50%	1D6 + 1D4	86%	12
Crossbow	2	81%	2D4 + 2	34%	8

Spirit Magic (41%): Disrupt, Heal 7, Mobility 1, Second Sight (3), Speedart

Divine Magic (71%): Dismiss Magic 3, Lightning 4, Mindlink 1

Skills: Climb 60%, Conceal 86%, Devise 79%, First Aid 45%, Hide 49%, Jump 78%, Listen 45%, Orate 51%, Ride 84%, Scan 70%, Search 52%, Sneak 42%, Track 33%

Languages: Outlander 42%, Zaring 35%

Magic Items: ring holds binding enchantment for power spirit (POW8).

Treasure: carries 25 pennies. If captured, his ransom is 1000 pennies from Maugre.

Notes: wears scale armor with padding beneath. He is skilled with the crossbow, but does not usually carry it, and so its ENC is not added to his statistics.

Torath Manover

He likes and respects King Yalaring of Surlt, and gets along famously with the tribal hunters, having participated in several hunts stripped down to just a loincloth. The hunters in return have made him an adopted Zaring and hold him in great respect. The Hilme worshipers in the citadel begrudge his popularity with the people and often lecture those who deal favorably with him or his followers.

Torath Manover is convinced that the orcish empire to the south of Soldier Port is oppressive and evil. He spouts this opinion to anyone anytime it seems appropriate and is actively engaged in convincing others to join his crusade.

Basically, he is an honest and forthright man, slightly past his prime (and self-conscious about it), who is occasionally haughty in his dealings with strangers.

characteristics		attributes	
STR	13	Move:	3
CON	13	Hit Points:	13
SIZ	13	Fatigue Points:	26 - 19 = 7
INT	17	Magic Points:	19
POW	16	+ crystal	29 = 45
DEX	14	DEX SR:	3
APP	11		

location	melee	missile	points
r leg	01-04	01-03	4/5
l leg	05-08	04-06	4/5
abdomen	09-11	07-10	4/5
chest	12	11-15	4/6
r arm	13-15	16-17	4/4
l arm	16-18	18-19	4/4
head	19-20	20	4/5

weapon	sr	attack	damage	parry	points
Broadsword	7	70%	1D8 + 1 + 1D4	68%	10
Comp.Bow	3/9	39%	1D8 + 1	33%	7
Kite Shield	8	18%	1D6 + 1D4	73%	16

Dodge: 55%

Spirit Magic (61%): Befuddle (2), Demoralize (2), Disruption, Heal 4, Multimissile 1, Protection 4, Second Sight (3)

Divine Magic (81%): Cloud Call 10, Lightning 6, Thunderbolt 2; (in matrix) Thunderbolt 3

Skills: Evaluate 42%, Fast Talk 28%, Hide 42%, Listen 68%, Orate 94%, Ride 42%, Scan 68%, Search 48%, Sneak 42%

Languages: Outlander 50%, Zaring 49%

Magic Items: special divine crystal (usable only by initiates of Aeolus) which holds 29 magic points. Also owns rod which is a matrix for Thunderbolt 3.

Treasure: carries 1D100 pennies at any one time. Ransom from friends and initiates is 1200 pennies.

Notes: wears cuirbouilli armor plus padding.

Points and Places of Soldier Port

This information would not become familiar to the adventurers if they only visit the city briefly or conduct only casual relations with the residents. Indeed, they will not even know of the existence of some of these places unless they seriously investigate Soldier Port. Occasionally are included comments on locations already described in the Player Handouts deserving of special gamemaster note.

21) Round Tower

This is Maugre's home. The top of the tower has one of the island's most imposing structures — a three-shot ballista which covers the entire bay and helps protect Soldier Port from raiders.

The tower is three-storied. The bottom floor holds the Threespears' quarters and entrance hall where Maugre meets with important folk. The second floor holds Maugre's personal quarters. The third floor holds Gladstone's quarters, magic rooms, and the tower's treasure rooms. There is an enormous quantity of treasure here, but obtaining it would require the murder of Maugre, all his henchmen, and most of his mercenaries.

Maugre has condensed his wealth, as much as possible, into easily portable articles of value. There is, for instance, a room full of parrot feathers. Another room holds a chest containing all the metal coinage Maugre has received in taxes. The entire value of Maugre's stronghold is around 130,000 pennies. Maugre has a Threespear count his wealth once a week.

Maugre knows how tempting this wealth is to outsiders, and there are magical defenses on the treasure level's doors. Only Maugre, Gladstone, and the Threespears can enter these rooms safely.

Ships Docked at Soldier Port

The following ships are typical of the ships which visit the port. Feel free to add to, or alter any of these vessels.

Corda's Arrow

Pheyutz of Tamar, captain. Pheyutz is a merchant of little principle. This greasy little man maintains a permanent trading office inside the city and often sends caravans inland to deal with the orcs. The Arrow is neither an attractive nor a well-maintained ship and it is rumored to often carry human cargo. Maugre tolerates the man — the High Plutarch is not in business to make moral judgments.

Similar to a Greek trading vessel, Corda's Arrow is slightly larger, but poorly kept up.

Hull Type: merchant

Crew: Captain and 3 sailors

Length: 18m Capacity: 10 tons
Beam: 5m Freeboard: 1m
Draft: 3m

Seaworthiness: 15 _____
Hull Quality: 6 _____
Structure Points: 25 _____

Great Tree

Dorna of Longroot, an elf, pilots an unusual vessel that seems to be a floating forest due to the number of large trees on the deck. The ship lacks both rowers and sails and never puts ashore, sending small boats for all trade and travel. The captain deals primarily with elves, who regularly appear in Soldier Port just a few days before the Great Tree arrives.

This unusual craft fits no standard description. It is similar to a barge in some respects, but handles more like a large cog.

Hull Type: merchant

Crew: captain, 5 officers, 10 sailors, and 3 sorcerers

Length: 40m Capacity: 65 tons
Beam: 10m Freeboard: 3m
Draft: 8m

Seaworthiness: 30 _____
Hull Quality: 16 _____
Structure Points: 125 _____

The Seahawk

Captained by Valric Varayen and his lieutenant Stouric, this is a fast ship with a seasoned crew, accustomed to protecting their cargo from pirates. Carries high-value goods and passengers, but more often is used as an escort ship by other merchants. Valric and Stouric are popular with the locals and highly respected.

This vessel is a large, well-maintained knorr.

Hull Type: merchant

Crew: 16 officers and sailors

Length: 23m Capacity: 16 tons
Beam: 6m Freeboard: 2m
Draft: 1m

Seaworthiness: 20 _____
Hull Quality: 9 _____
Structure Points: 40 _____

The North Wind

Kouhr Astavouhr, the captain, is also a priest of Aeolus the storm god. This likable old fellow is the main contact and shipper for merchants like Jo Mith. The North Wind is the oldest and largest ship that puts ashore here. Its cargo is usually low-value, bulky trade goods, such as foodstuffs, cloth, wine, and livestock.

This large cog is also very old. Good maintenance keeps it afloat.

Hull Type: merchant

Crew: 25 officers and sailors

Length: 24m Capacity: 75 tons
Beam: 7m Freeboard: 4m
Draft: 3.5m

Seaworthiness: 15 _____
Hull Quality: 12 _____
Structure Points: 75 _____

Soulfire

This vessel does little legitimate trade. Its captain, Tarn the Tiger, earns his living by preying on other ships. His craft is allowed to put ashore here in exchange for promising never to attack ships carrying goods to and from Soldier Port. He is very interested in Maugre's supposed treasure, and in possibly taking over the town for himself. He might be interested in funding a takeover attempt.

This sleek craft is modeled after a Viking longship.

Hull Type: pirate ship

Crew: 5 officers and 50 rowers

Length: 28m Capacity: 17 tons
Beam: 6m Freeboard: 1m
Draft: 1m

Seaworthiness: 14 _____
Hull Quality: 9 _____
Structure Points: 50 _____

Trahan's Queen

Captain Burumir Thurumir Hammurhund, dwarf (B.T. as he is known) is willing to hire new hands. In addition to mercantile activities, the captain and crew often go adventuring.

Another large cog, but both newer and smaller than the North Wind.

Hull Type: merchant

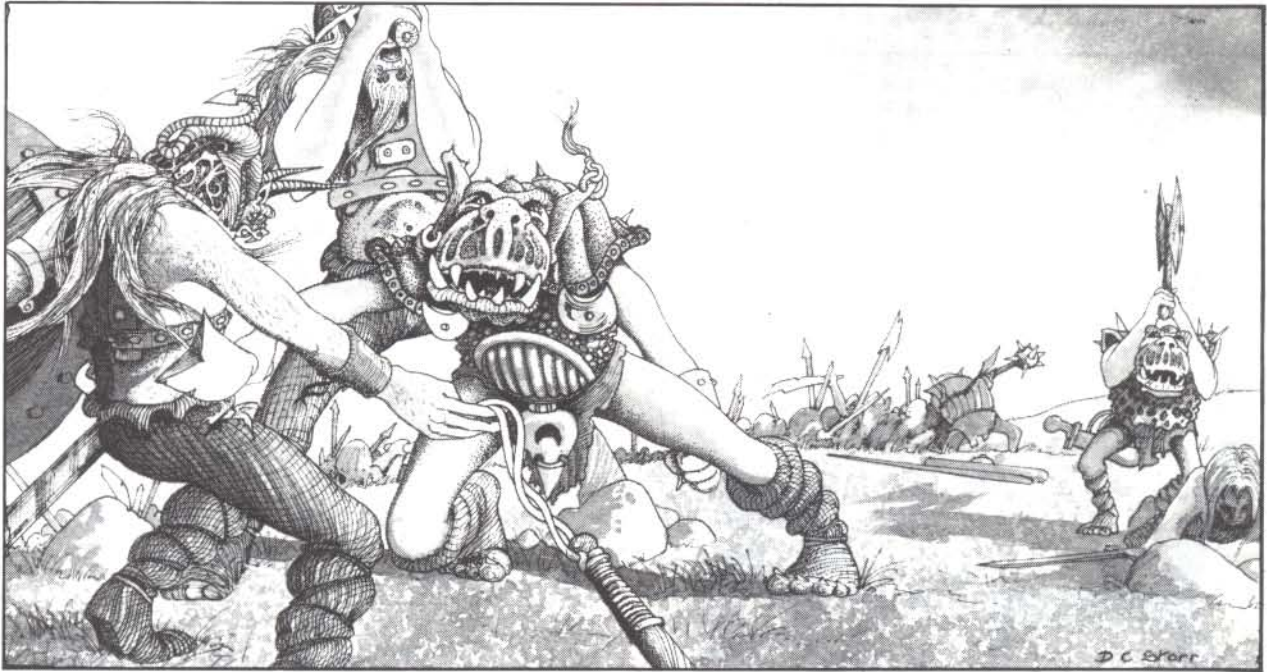
Crew: 25 officers and sailors

Length: 22m Capacity: 65 tons
Beam: 7m Freeboard: 4m
Draft: 3.5m

Seaworthiness: 27 _____
Hull Quality: 16 _____
Structure Points: 80 _____

ΑΘ†:ΔΥΔϕζΨΣΘΙΟ*ΙΙΙΘ&ΗΑ●Ω

Citadel Of Surlt



Population of Surlt

Total Population	=1300
Total Families	=220
Total Men	=440

Composition:

160 warriors
100 hunters
13 priests and shamans
56 slaves, assistants, artisans
185 swineherds
20 foreigners

Arriving in Surlt

Surlt and Nidik are approximately the same distance from Soldier Port, if traveling along the main trails. As the griffin flies, Surlt is considerably closer to the Port.

From a distance:

Travelers are usually met about two miles out from Surlt by a patrol of hunters in the employ of the king. These hunters wear a strip of cloth tied to their upper left arms, and the sergeant wears some armor as a sign of authority. They welcome the traveler to Surlt, then escort them to the king's megaron.

Gate Contact:

Gate guards always stop everyone, casting various Detection spells on suspicious persons but they don't search or rough anyone up. All new arrivals are weeded out and brought in groups to see the king. The king is always polite to strangers, asking names and business, purchas-

ing preferred goods, and referring the visitors to a likely host or hospice when dismissed.

General Authority Attitudes:

Yalaring's soldiers are respectful of foreigners, though quite disdainful of pig herders. The guards are deeply desirous of civilized accoutrements, and are usually open to small bribes for ignoring small offenses which do not endanger their king.

Treatment of Troublemakers:

Troublemakers in the city are taken to Yalaring for questioning, who most often immediately dismisses all charges against native hunters and exiles them forever from the city. Others have their stories weighed and judged by hunter wisdom and are usually fined heavily and exiled for bad crimes. Yalaring does not believe in penalties for lesser crimes, and hates the idea of lopping off fingers and noses.

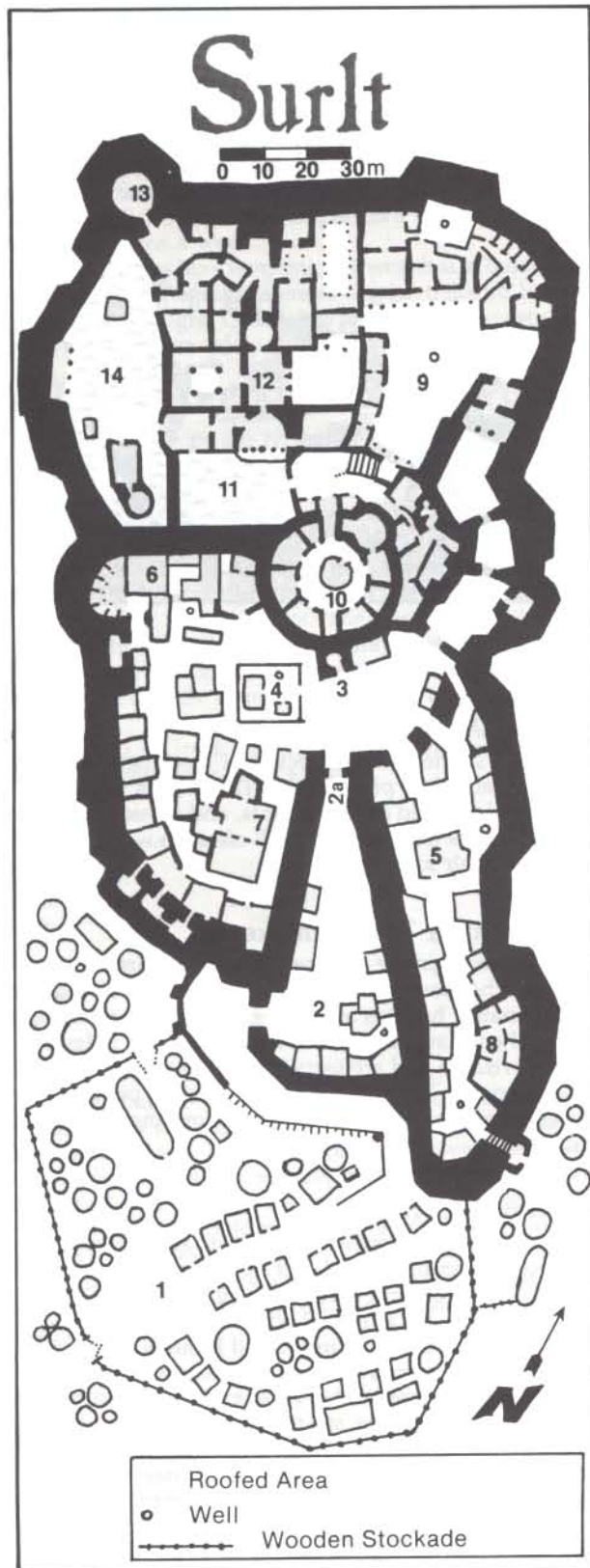
Visiting the King:

Yalaring is very accessible. He wants to know everything that goes on in his citadel. All newcomers are brought to him, and he expects to receive a gift appropriate to the gifter's station. He is formal with outsiders, and decidedly biased towards the uncivilized hunters of the wild.

Yalaring Monsterslayer likes but distrusts foreigners, and so retains some of the Votanki reticence to extend hospitality to complete strangers. He is happy to recommend the inns of the town, and prefers that people stay there. When he extends his hospitality he really opens up and accepts strangers until his native sensibilities are offended, whereupon the offender is usually exiled.

Prominent Persons

The following individuals are prominent within the Surlt community. They are likely to come into contact with the adventurers.



King Yalaring Monsterslayer

Yalaring loves his wife. Any ill remarks about her leads to a personal challenge of some kind. Often, instead of combat, a hunting challenge is issued. The rules: no armor, equal weapons. He who brings in the largest beasts (carnivores count as double SIZ) wins, and may demand an apology (whether deserved or not) from the loser. Most losing foreigners are banned from Surlt tribal regions.

Should either his wife or children be harmed, Yalaring will hunt down and slay the perpetrators, using all the forces at his command.

King Yalaring Monsterslayer

Votanki initiate, Brother Dog initiate, Hilme initiate.

characteristics

STR 15 _____
CON 18 _____
SIZ 14 _____
INT 17 _____
POW 17 _____
DEX 17 _____
APP 15 _____

attributes

Move: 3
Hit Points: 16 _____
Fatigue Points: 33-16=17 _____
Magic Points: 17 _____
+spirits 33=50 _____
DEX SR: 2

location	melee	missile	points
r leg	01-04	01-03	4/6 _____
l leg	05-08	04-06	4/6 _____
abdomen	09-11	07-10	5/6 _____
chest	12	11-15	5/8 _____
r arm	13-15	16-17	4/5 _____
l arm	16-18	18-19	4/5 _____
head	19-20	20	6/6 _____

weapon	sr	attack	damage	parry	points
2H Spear	5	92%	1D10+1+1D4	76%	10 _____
Javelin	2/7	85%	1D8+1D2	60%	8 _____
1H Spear*	6	64%	1D6+1+1D4	60%	8 _____
Dagger	7	48%	1D4+2+1D4	39%	6 _____

* same weapon as javelin

Dodge: 57%

Spirit Magic (69%): Befuddle (2), Countermagic 4, Disruption, Heal 4, Protection 3, Repair 3; (known by intellect spirit) Detect Enemies, Ignite, Light, Multimissile 3, Second Sight (3), Speedart

Divine Magic (84%): (one-use) Command Wild Bull, Command Pony, Sureshot×3

Skills: Animal Lore 81%, Climb 69%, Conceal 85%, Craft/butchery 75%, Evaluate 45%, Fast Talk 42%, First Aid 57%, Hide 79%, Jump 71%, Listen 88%, Orate 57%, Plant Lore 52%, Scan 78%, Search 53%, Sneak 83%, Track 80%

Languages: Elvish 25%, Zaring 53%

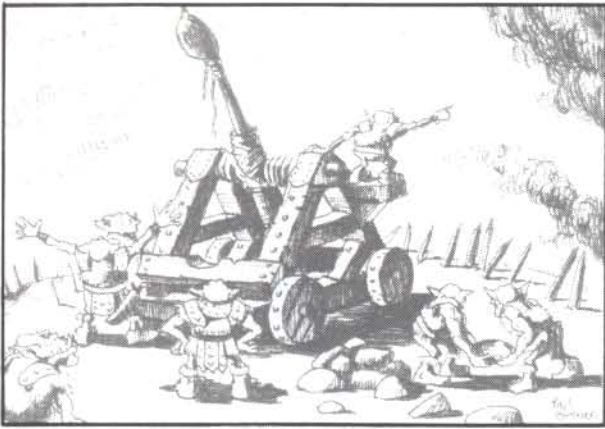
Magic Items: a cloak that automatically gives the wearer +50% to his Conceal ability; a medicine bundle that contains a single Resurrection spell which will affect the one attuned to it (currently King Yalaring); a single magic arrow that attacks the victim with an 18 magic point Sever Spirit spell if it penetrates armor (one-use only).

He also has binding enchantments for an intellect spirits (INT 10, POW 16) and two power spirits (POW 17 and POW 16) woven into his favorite belt.

Treasure: carries 43 pennies. His ransom is 2250 pennies.

Notes: King Yalaring wears leather padding everywhere, plus cuirbouilli armor on limbs, bezainted armor on his torso, and a ringmail-equivalent helm. He carries three javelins, and can usually quickly obtain more from a nearby warrior.





Yalvann

This is Yalaring's heir. The boy is approximately 13 years old and carries a chip on his shoulder. He is trained in weapon use and several skills. Though Yalaring has a natural rusticity, Yalvann has cultivated a high snobbery. The boy is class-conscious and dislikes dealing with those of stations less than his, which means just about everybody. Yalaring is aware of his son's failings, but believes that he will mature emotionally some day.

Melisseria and Gan-Gan

These are Yalaring's other two children. Melisseria is all of five years old, and Gan-Gan is a babe-in-arms.

Djimm Mith

Djimm is the proprietor of the Stuck Pig and the son of Joh Mith, a merchant who continually travels about Griffin Island. The Stuck Pig acts as a base for Joh's caravan. Djimm is the local buyer of goods, and is a good resource for the adventurers.

characteristics		attributes	
STR	13	Move:	3
CON	14	Hit Points:	15
SIZ	15	Fatigue Points:	27-6=21
INT	17	Magic Points:	15
POW	15	+spirit	8=23
DEX	17	DEX SR:	2
APP	16		

location	melee	missile	points
r leg	01-04	01-03	2/5
l leg	05-08	04-06	2/5
abdomen	09-11	07-10	2/5
chest	12	11-15	2/6
r arm	13-15	16-17	1/4
l arm	16-18	18-19	1/4
head	19-20	20	1/5

weapon	sr	attack	damage	parry	points
Staff	5	93%	1D8+1D4	89%	8

Dodge: 52%

Spirit Magic (69%): Befuddle (2), Disrupt, Heal 6, Multimissile 3, Protection 5.

Skills: Conceal 76%, Evaluate 58%, Fast Talk 87%, Listen 62%, Orate 45%, Ride 77%, Scan 77%, Track 66%

Languages: Dwerrow 14%, Orcish 35%, Zaring 46%

Magic Items: owns amulet holding bound power spirit (POW 8).

Treasure: has 60 pennies in a strongbox. His ransom is 1500 pennies from his parents.

Notes: wears soft leather on arms and head, and somewhat thicker leather on the rest of his body.

Regus Whitehair

Initiate of Redeye and the proprietor of the Red Bear Lodge. A young, large man with a distinctive shock of pure-white hair.

characteristics		attributes	
STR	9	Move:	3
CON	16	Hit Points:	17
SIZ	17	Fatigue Points:	25-4=21
INT	16	Magic Points:	14
POW	14	DEX SR:	3
DEX	13		
APP	13		

location	melee	missile	points
r leg	01-04	01-03	1/6
l leg	05-08	04-06	1/6
abdomen	09-11	07-10	1/6
chest	12	11-15	1/8
r arm	13-15	16-17	1/5
l arm	16-18	18-19	1/5
head	19-20	20	0/6

weapon	sr	attack	damage	parry	points
Scimitar	6	64%	1D6+2+1D4	51%	10

Dodge: 26%

Spirit magic (66%): Befuddle (2), Bladesharp 4, Fireblade (4), Glamour 2, Heal 1, Protection 3; (in matrices) Countermagic 3, Dispel Magic 2

Skills: Brew 59%, Conceal 41%, Cook 90%, Evaluate 85%, Hide 62%, Listen 53%, Ride 41%, Scan 55%

Languages: Orcish 34%, Zaring 41%

Magic Items: a ring holding matrices for Countermagic 3 and Dispel Magic 2.

Treasure: his cash box contains 125 pennies; his cellar contains trade goods equal in value to that of a monster with a Danger Rating of III. His ransom is 350 pennies from the orcs at Ockless.

Notes: Rhegus wears heavy clothing over his body most of the time. The locals whisper conflicting reasons about why this is done.





Eucleia Stormfollower

She is an ambitious woman whose goal is to become the first Aeolus priestess in Zarland. She is a native Zaring and an acknowledged illegitimate daughter of King Skilfil Hearthpiercer, lord of Nidik. However, her choice to break with Zaring tradition and join an outland cult severed her family ties. In spite of his official stance, king still cares for his child and keeps track of her activities. Were she killed, the king would covertly arrange for the demise and punishment of her slayer(s). There is an extreme rivalry between Eucleia and her half-sister, Starnia, the priestess of Hilme. However, should either get into trouble, one would spare no expense to save the other. Eucleia has never had a lover, but is starting to feel that something is missing in her life.

characteristics		attributes	
STR	12	Move:	3
CON	12	Hit Points:	13
SIZ	13	Fatigue Points:	24-20=4
INT	16	Magic Points:	9
POW	9	DEX SR:	3
DEX	10		
APP	9		

location	melee	missile	points
r leg	01-04	01-03	4/5
l leg	05-08	04-06	4/5
abdomen	09-11	07-10	6/5
chest	12	11-15	6/6
r arm	13-15	16-17	4/4
l arm	16-18	18-19	4/4
head	19-20	20	7/5

weapon	sr	attack	damage	parry	points
Broadsword	7	71%	1D8+1+1D4	45%	10
Lance	3+	55%	1D10+1+3D6	—	10
Self Bow	3/9	70%	1D6+1	30%	5
Kite Shld	8	17%	1D6+1D4	50%	16

Dodge: 43%

Spirit Magic (25%): Bladesharp 4, Demoralize (2), Disrupt, Healing 2, Multimissile 4, Protection 2

Skills: Evaluate 57%, Hide 71%, Listen 55%, Ride 66%, Scan 50%, Track 43%

Languages: Dwerrow 35%, Zaring 45%

Treasure: carries 65 pennies; ransom is 600 pennies.

Notes: wears cuirbouilli on limbs, ring on torso, and a scale-type helm. Leather under all.

Points and places of Surlt

This information would not become familiar to the adventurers if they only visit the city briefly or conduct only casual relations with the residents. Indeed, they will not even know of the existence of some of these places unless they seriously investigate Surlt. Occasionally are included comments on locations already described in the Player Handouts deserving of special gamemaster note.



8) Yalaring's Stables

This is where the king keeps his riding and war mounts. Usually 1D20 riding ponies and 1D20 cavalry ponies are here at any given time, as well as a patrol of citadel warriors standing guard.

9) Warriors Plaza

So named because it is adjacent to the barracks of the citadel warriors.

10) The King's Tower

The store rooms of this complex contain the treasures of the kingdom, including many furs, teeth, horns, some gold and silver, and possibly even a few jewels. It is the equivalent of the hoard of two monsters with Danger Ratings of V each. Most of the treasure is in the form of trade goods, but 20% is in hard cash. One of the rooms contains dried meat and another has 1000 liters of imported wine in 50 big kegs, and a third 1000 liters of Ockless beer in 20 giant kegs, and another wild grains. Other items could be placed here. There is always at least one contingent of the citadel warriors on guard.

11) The King's Court

This is a combination outdoor audience hall and sport arena for combat (both mock and otherwise). It is grassy and flat. This is also the place that the priests and King Yalaring adjudge the "greatest hunter of Zarland" after the yearly hunt.

12) The Palace

In addition to the megaron or throne room complex, this area includes the private rooms for the royal family.

13) The North Tower

This fortification is self-sufficient. It may be sealed off from the rest of the palace. It contains enough food to feed a score of men for a month. As an escape route (if necessary), Yalaring has a single giant hawk roosted in the top of the tower. The bird was a gift from King Skilfil of Nidik at Yalaring's coronation. The hawk is well-treated, but is an older bird, and any great exertion can be its last. After each day of regular flight with minimal rest, the bird must attempt a CON×5 roll (it has a CON of 12). If it fails, it dies. If given plenty of rest, it need only make this roll once a week, but flies only a third the distance a younger bird could do.

14) The Necropolis

This park-like area is where the kings of Surlt and their relatives are buried. The structure near the south end of the enclosure houses the remains of the long-lived Gadaringer dynasty kings, including the last one, who died at Yalaring's hands (a just end for a corrupt man). This crypt has the treasure of a monster with a Danger Rating of IV.



The Wild Lands

Depending on the course of the Griffin Island campaign developed by you and the players, much time will be spent wandering about across the plains.



Blueface the Shaman

Though there are other shamans on Griffin Island, there is only one Blueface. The Zarings claim that Blueface is centuries old, telling obscure tales that place the shaman at the founding of Ockless and at other ancient events. Blueface was legendary even when the fathers and grandfathers of the current tribal elders were but children. Elderly Zarings imply that Blueface is nearing godhood.

The truth of the matter is that the original Blueface was an unnamed son of Nidik who took the shaman path. The vigor of the gods ran in his veins and he had an extremely long life, aided by his shamanistic powers. To ensure that the god-like qualities of long life and vigor remained in his offspring, Blueface abandoned his children (begat upon Zaring tribeswomen) to the wilderness, unaided by humans. It was cruel and most died, but the survivors unerringly grew in power and strength, finally seeking out their father. One of these children became a shaman, taking the place of his father when the older shaman joined the spirit plane on a permanent basis. The line of Blueface shamans has continued the tradition. Their average lifespan is 100 years.

The current shaman bearing the Blueface name is most powerful in the line since its founder. He is over 200 years old. He appears as an incredibly ancient, physically powerful man with a long, white beard. His face is tattooed with stylized runic whorls and swirls—all a brilliant blue.

Blueface heroquested many times during his long life. Successful trips have gained him special abilities such as his possession and endurance powers, and the magic items and allies such as his bluebuck staff and Greyrunner Runefang.

Blueface is above tribal bickering. He goes wherever special healing or curative powers are needed in Zarland, appearing only when he wishes. Otherwise he cannot be found. He is highly respected and feared, even by the orcs. Occasionally he performs magic for a fee. He is likely to be found wherever some poor hunter is ill, and during his traditional curings for the tribes. Often he employs others to do tasks for him.

The priest of Hilme at Nidik, Sylvanthi Brighteyes, is a son of Blueface. Sylvanthi is ready to become a shaman like his father, but Blueface is not yet ready to pass on the title.

characteristics

STR	14
CON	15
SIZ	16
INT	18
POW	19
DEX	17
APP	10

attributes

Move:	6
Hit Points:	16
Fatigue Points:	29
Magic Points:	19 + fetch 250 + fetch
power spirits	46 + fetish
power spirits	23 = 339 total
DEX SR	= 3

hit location	melee	missile	points
r leg	01-04	01-03	12/6
l leg	05-08	04-06	13/6
abdomen	09-11	07-10	11/6
chest	12	11-15	14/8
r arm	13-15	16-17	10/5
l arm	16-18	18-19	12/5
head	19-20	20	12/6

Note: Blueface has Armoring Enchantments over all his body. He wears thin leather in addition.

weapon	sr	attack	damage	parry	points
Atlatl	2	51	1D8+1D6+1D2	51	6
Dagger	6	51	1D4+2+1D4	51	6

Spirit Magic (91%): Befuddle (2), Spirit Screen 16; [known by fetch] Disruption, Protection 4, Shimmer 4, Visibility (3); [known by intellect spirits] Bladesharp 4, Countermagic 8, Dispel Magic 6, Extinguish 2, Firearrow (2), Fireblade (4), Heal 6, Ignite, Light, Mobility 3, Multimissile 7, Slow 2, Speedart; [held in matrices] Armoring Enchantment, Control Gnome, Control Intellect Spirit, Control Power Spirit, Control Spell Spirit, Gnome Binding Enchantment, Power Spirit Binding Enchantment, Repair 2, Spell Matrix Enchantment, Strength 2, Summon Spell Spirit.

Magic Skills: Ceremony 167%, Enchant 86%, Summon 94%

Skills: Animal Lore 172%, Brew Poison 96%, Climb 81%, Conceal 75%, Devise 64%, Evaluate 90%, Fast Talk 72%, First Aid 97%, Jump 70%, Listen 103%, Mineral Lore 130%, Orate 125%, Plant Lore 188%, Scan 88%, Search 90%, Throw 83%, Track 84%, Train Dog 86%

Fetch: INT 12, POW 250. Carries 5 intellect spirits (INT 9 POW 6, INT 12 POW 10, INT 6 POW 8, INT 8 POW 10, INT 12 POW 12); 5 power spirits (POW 14, POW 12, POW 10, POW 6, POW 4); 6 passion spirits (Fear—POW 13, Madness—POW 15, POW 19, Pain—POW 20, POW 25, POW 35); and two immense spell spirits, one of which carries a Spirit Screen 12, and the other of which carries a Dullblade 16.

Magic Items: 11 matrices in bone necklace for Armoring Enchantment, Control Gnome, Control Intellect Spirit, Control Power Spirit, Control Spell Spirit, Gnome Binding Enchantment, Power Spirit Binding Enchantment, Repair 2, Spell Matrix Enchantment, Strength 2, and Summon Spell Spirit.

In fetishes at wrists are power spirit binding enchantments (holding spirits POW 12 and POW 11), along with 4 gnome binding enchantments holding variously sized gnomes.

Gnome 1	(7 cubic meters): STR 71, POW 18, HP 104, move 1, damage bonus 8D6
Gnome 2	(6 cubic meters): STR 56, POW 18, HP 68, move 1, damage bonus 6D6
Gnome 3	(12 cubic meters): STR 118, POW 34, HP 132, move 1, damage bonus 14D6
Gnome 4	(9 cubic meters): STR 84, POW 42, HP 117, move 1, damage bonus 9D6

Other Magic Items: Staff with bluebuck head carved on one end—the carrier of this staff may place himself in Mindlink with Blueface once per week (the shaman may give it to a person performing services for him). Blueface may summon the staff back to him at any time (it flies through the air at 500 km per day).

A golden bottle that is always filled with fine wine.

A furry ball that, if it is thrown at a victim and obtains a hit, causes his spirit to leave his body and enter the spirit plane. Only a shaman can find his spirit (through discorporation) and bring it back to his body.

Seven packets containing 3 doses each of poison potency 15, suitable for smearing on javelin points (it takes 2 doses to smear a spear point properly, and 5 for a bladed weapon).

Special Powers: Blueface can instantly possess the body of any fixed-INT creature within sight simply by taking a few minutes and performing a short Ceremony. The target must be a complete creature except for its fixed-INT. He need overcome his target's magic points only once, but this must be done on the first try. His body becomes inert and is protected by his fetch. Each minute (5 melee rounds) he remains in the host body, he must overcome its magic points again, or be cast out. If the host dies, Blueface returns to his original body. This power costs Blueface a number of magic points equal to the POW of the possessed creature.

Blueface has magical endurance. His fatigue points are never lowered by combat, running, or other physical activity. He can always run at double speed because of this, and in open flat country he may cover over 100 km in one day. He can use this power when possessing a beast.

Greyrunner Runefang

When in need, Blueface need only speak aloud the words "Greyrunner Runefang," and in 1D10 melee rounds this intelligent saber-tooth cat appears. He can exchange spirits with Greyrunner at will.

characteristics		attributes	
STR	40	Move:	4
CON	22	Hit Points:	26
SIZ	30	Fatigue Points:	62
INT	16	Magic Points:	own 18+power
POW	18	spirits	42=60 total
DEX	21	DEX SR:	1

location	melee	missile	points
rh leg	01-02	01-02	3/7
lh leg	03-04	03-04	3/7
hind q	05-07	05-09	8/11
fore q	08-10	10-14	9/11
rf leg	11-13	15-16	3/7
lf leg	14-16	17-18	3/7
head	17-20	19-20	11/9

Note: Greyrunner has had the Armoring Enchantment used to add extra armor to his vital areas.

weapon	sr	attack	damage
Claw	4	121	1D8+3D6
Bite	7	108	2D6+3D6
Rip	4	80	2D8+3D6

Note: uses both claws simultaneously followed 3 SRs later by the bite, which can impale. If both claws hit, the cat holds on, continuing to bite, and rakes with its hind legs next round.

Dodge: 76%

Spirit Magic (90%): Befuddle (2), Heal 4, Ironhand 6, Protection 4

Skills: Hide 138%, Jump 105%, Sneak 130%, Track 143%

Magic: each canine tooth has a power spirit bound into it (POW 20, and POW 22).



Granny Keeneye

Some Zarings believe that Granny Keeneye is a myth—an evil witch invented by clan elders to teach respect to youngsters. Others say she is an evil spirit, a succubus, who has stalked the northern wilds since Zar first unified the clans.

Since the time of Zar there has been a Granny Keeneye. Like Blueface the shaman, there have been different entities who have worn the name. Unlike Blueface, Granny Keeneye is an immortal spirit that has possessed an unbroken string of bodies for centuries on end, each incarnation passing on the same spirit and intelligence to her successor. At first she was a spirit long allied to the demoness Megaera, then she became a wandering priestess of her god, then finally was "adopted" by a degenerate clan of Votanki hunters (which clan, exactly, is up to the gamemaster).

Granny Keeneye's abilities rival those of Blueface. She is responsible for a number of atrocities committed on both men and beasts in the wilderness. She is resentful of mankind and most life in general. Life is cheap to her, and she wastes a great deal of it. Captives are often tortured before they disappear.

Her appearance is frightening. Though her spirit can only possess adult female humans, elves, dwarfs, or orcs, the body warps and takes on supernatural features as it metamorphoses toward her "true form"—something entirely non-humanoid. This progresses with the years, and when it becomes impossible for her to seem human, even when heavily robed, she exchanges bodies with another victim, passing the victim's spirit into her used body. The new spirit usually goes insane in the new body and becomes a sort of monster, bent on destroying to survive.

Depending on how far her degeneration has progressed, she may have horns, a dozen breasts, oozing sores, glowing eyes, warty skin, a skull face, vipers and snakes instead of body hair, and poisonous breath.

Granny's STR, CON, SIZ, and DEX are those of the person she has taken over. Her APP begins as the same as that person, and then gradually decreases as she mutates. The stats below are for a typical incarnation.

characteristics		attributes	
STR	10	Move:	3
CON	12	Hit Points:	11
SIZ	10	Fatigue Points:	22
INT	24	Magic Points:	1000
POW	1000	DEX SR:	2
DEX	17		
APP	3		

hit location	melee	missile	points
r leg	01-04	01-03	0/4
l leg	05-08	04-06	0/4
abdomen	09-11	07-10	0/4
chest	12	11-15	0/5
r arm	13-15	16-17	0/3
l arm	16-18	18-19	0/3
head	19-20	20	0/4

weapon	sr	attack	damage
Breath	2	Auto.	poison pot. 20

Spirit Magic (5000%): Demoralize (2), Disrupt, Endurance 12, Second Sight (3), Slow 6

Magic Skills: Ceremony 967%, Enchant 886%, Summon 949%

Skills: all Agility, Manipulation, Weapon, and Stealth skills at current DEX × 5%. All Communication, Knowledge, and Perception skills at 120% (i.e. INT×5).

Magic Items: lots of minor magic items, mostly clan medicine bundles (q.v). She also has a wide array of poisons, with antidotes for about half of them. She always carries a package containing a variety of strange tools whose uses are unfathomable unless one recognizes them as torturing tools and knives. She also has at least one magic item of significance, something worth questing after. An example of the latter would be a talisman containing a Gnome Binding Enchantment—but the gnome currently bound into it is 40 cubic meters; the Windsword, if not on Griffin Mountain; or something stolen from another non-player character, such as Skilfil's magic javelin, Halcyon's Tapping wand, or Blueface's staff.



Chaos Holy Ground



This holy ground is used by a variety of evil cults to perform their ceremonies, including the followers of Redeye and Megaera. It is to this shrine that the ogre priest Gondo Holst will lead his unwary victims.

The holy ground itself consists of a 50 meter diameter, irregular expanse of mud and muck. Ragged, rust-colored plants dot the area. Near the center of the expanse stand four 5 meter-high plinths carved out of shimmering green stone. A sort of fur grows in splotches inside the area delineated by the plinths. There is also an area of blood-red mud which takes the rough shape (a little imagination is required here) of a winged-and-tailed figure. No normal plants grow here. An elf stepping into this bare spot will take 1D6 damage per round automatically to each hit location touching the soil. Armor will not stop this damage. Legend says this is a spot where Magaera was cast to the earth in a godly scuffle. She laid here and bled power into the earth, leaving it forever tainted.

If a seed is planted here; if a successful Enchant ritual said over it, including the sacrifice of a point of POW; and if the seed is watered daily with the blood of a sentient being, it will sprout in a week to become a sort of evil magic vegetable life. Seeds so sown never breed true. The nature of the resultant evil plant is left up to the individual gamemaster.

The mud and muck surrounding the holy ground has an unusual property. Worshipers of such entities as Megaera, Redeye, or similar deities can walk in the mud, sinking only slightly. Initiates of more cleanly deities sink down a meter per three meters past the perimeter.

The holy ground has a specific purpose. Priests of any suitably foul gods can sacrifice living victims here in order to gain Divine Intervention from their patron deities. The process goes thusly:



Initially, a single victim is sacrificed. His or her blood flows into the bare spot. A magic rune is then traced in blood upon each plinth. This sets up a Warding spell equal to 1 point of Warding for every 3 points of POW possessed by the sacrificial victim. The victim must be sacrificed after sunset, and the spell only lasts till sunrise. In addition to the Warding, the entire area of the holy ground within the plinths glows with a pale violet light.

Then the priest must succeed in a Ceremony ritual and simultaneously give up a point of POW to his god to attract its attention. Three hours are required for each subsequent individual ritual sacrifice. Assuming a 12-hour night, a maximum of four sacrifices (after the initial one) could be performed in a night.

The POW of all the victims from a single night's sacrifice is added up and combined with the priest's POW for the purpose of Divine Intervention only. If a priest with a POW of 15 were to kill four victims each with a POW of 12, he would have 48 added to his POW for Divine Intervention, giving him a 63% chance of success. If he were to roll a 35 in an attempt for godly succor, his "extra POW" would be reduced from 48 to 13 points.

The ceremony must be performed on a holy night of the cult.



Locals to the Rescue!

Just because adventurers have been captured by some scummy evil high priest looking for some cheap divine intervention does not mean that they have no chance for survival. The local population knows of this unholy ground, though they are unable to destroy it. Brave scouts often check out the ground near the holy days of Megaera and Redeye. Most likely, it will be slarges that spot any activity.

Rescue is obtained as follows: roll 1D100. If the result is less than or equal to 5 times the POW of the captive with the lowest POW, they may be rescued. At least the rescuers will show up.

The type of rescuing party is determined by the Random Rescuer Table.

Random Rescuer Table

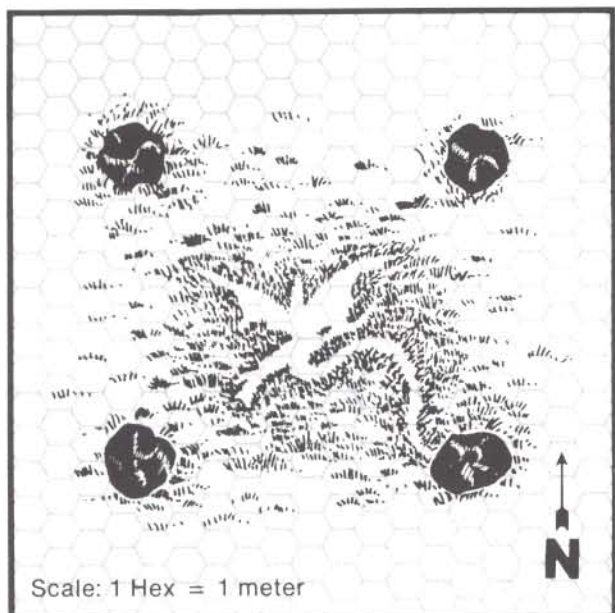
Use this table to determine the type of rescuer in the event that the adventurers are captured and taken to the chaos holy ground.

D100	rescuer
01-20	dwarfs
21-25	elves
26-30	giants*
31-35	human adventurers
36-40	ogres* +
41-50	orcs #
51-75	slarges
76-00	zarings

ogres and orcs are probably here to sacrifice victims of their own, and want both possession of the shrine and the current occupants' available victims. A fight ensues. There is a slim chance that in the confusion the captives might be able to make a break for it.

+ if Gondo Holst is the captor of the victims, reroll, ignoring rolls indicating ogres.

* giants arriving have come to feast upon the chaos priest's leavings. It is likely that the hulking monster(s) may grow impatient and attack, especially if the chaos priest's group seems weak. In an ensuing fight, the remaining captives might be able to flee the scene.



6 75

Ogre Guards

characteristics		attributes	
STR	19	Move:	3
CON	13	Hit Points:	14
SIZ	16	Fatigue Points:	32 - 21 = 11
INT	15	Magic Points:	15
POW	15	DEX SR:	3
DEX	12		
APP	16		

weapon	sr	attack	damage	parry	points
Mace	6	80%	1D10+1D6	60%	10
Javelin *	3/9	40%	1D8+1D3	45%	8
1H Spear	6	45%	1D6+1+1D6	45%	8
Kite Shld	7	25%	1D6+1D6	80%	16

Spirit Magic (54%): Bludgeon 3, Disruption, Heal 3, Multimissile 2

Divine Magic (79%): Dismiss Magic 2, Fear 1, Spirit Block 2

Skills: Disguise 60%, Hide 65%, Ride 65%, Scan 50%, Sneak 75%, Track 50%

Languages: Zarland 45%

Treasure: flashy belt knife worth 82 pennies, various gems inset to inside of belt worth 2D6x20 pennies total.

Notes: wears bezainted armor, except for chainmail-equivalent helmet

Ogre Guard One

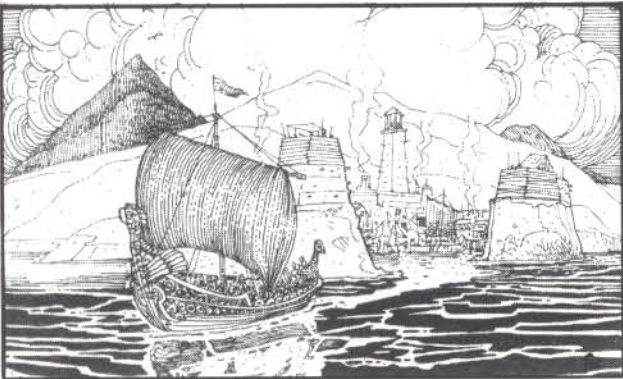
attributes		location	melee	missile	points
HP:	14	r leg	01-04	01-03	4/5
MP:	15	l leg	05-08	04-06	4/5
FP:	9	abdomen	09-11	07-10	4/5
Mace:	10	chest	12	11-15	4/6
Spear:	8	r arm	13-15	16-17	4/4
Shield:	16	l arm	16-18	18-19	4/4
		head	19-20	20	7/5

Ogre Guard Two

attributes	location	melee	missile	points
HP: 14	r leg	01-04	01-03	4/5
MP: 15	l leg	05-08	04-06	4/5
FP: 9	abdomen	09-11	07-10	4/5
Mace: 10	chest	12	11-15	4/6
Spear: 8	r arm	13-15	16-17	4/4
Shield: 16	l arm	16-18	18-19	4/4
	head	19-20	20	7/5

Ogre Guard Three

attributes		location	melee	missile	points
HP:	14	r leg	01-04	01-03	4/5
MP:	15	l leg	05-08	04-06	4/5
FP:	9	abdomen	09-11	07-10	4/5
Mace:	10	chest	12	11-15	4/6
Spear:	8	r arm	13-15	16-17	4/4
Shield:	16	l arm	16-18	18-19	4/4
		head	19-20	20	7/5



Zombies

The zombies are divided into two categories, drivers and warriors. The drivers can fight at need, but must be specifically commanded to do so—otherwise they ignore any combat taking place. Their weapons lay underneath the wagon seats. The drivers won't even defend themselves if attacked, unless ordered to do so. The zombies obey the orders of any ogre in the caravan. In case of conflicting orders, they do not move.

The zombie warriors are similar, but have standing orders to attack if Gondo shouts out "Attack!" Until so ordered, they stay hidden in the back of the second wagon. Even then, they must be given specific targets or they attack anything that moves besides themselves and the ogres, be it oxen, wagons, or player-characters.

Zombie Lackeys

characteristics		attributes	
STR	18	Move:	2
CON	18	Hit Points:	16
SIZ	13	Fatigue Points:	36 - 9 = 27
INT	6	Magic Point:	1
DEX	7	DEX SR:	4
APP	3		

weapon	sr	attack	damage	parry	points
Huge Maul	7	35%	2D8+1D4	18%	16

Zombie Driver One

attributes		location	melee	missile	points
HP:	16	r leg	01-04	01-03	2/6
MP:	1	l leg	05-08	04-06	2/6
FP:	27	abdomen	09-11	07-10	2/6
Maul:	16	chest	12	11-15	2/8
		r arm	13-15	16-17	2/5
		l arm	16-18	18-19	2/5
		head	19-20	20	2/6

Zombie Driver Two

attributes		location	melee	missile	points
HP:	16	r leg	01-04	01-03	2/6
MP:	1	l leg	05-08	04-06	2/6
FP:	27	abdomen	09-11	07-10	2/6
Maul:	16	chest	12	11-15	2/8
		r arm	13-15	16-17	2/5
		l arm	16-18	18-19	2/5
		head	19-20	20	2/6

Zombie Warrior One

attributes		location	melee	missile	points
HP:	16	r leg	01-04	01-03	2/6
MP:	1	l leg	05-08	04-06	2/6
FP:	27	abdomen	09-11	07-10	2/6
Maul:	16	chest	12	11-15	2/8
		r arm	13-15	16-17	2/5
		l arm	16-18	18-19	2/5
		head	19-20	20	2/6

Zombie Warrior Two

attributes		location	melee	missile	points
HP:	16	r leg	01-04	01-03	2/6
MP:	1	l leg	05-08	04-06	2/6
FP:	27	abdomen	09-11	07-10	2/6
Maul:	16	chest	12	11-15	2/8
		r arm	13-15	16-17	2/5
		l arm	16-18	18-19	2/5
		head	19-20	20	2/6

Jack O'Bears

The jack o'bears think Gondo's the greatest. He feeds them and cares for them, approving of the things they do. They like that and do what they can to aid the man. Even if it means being cooped up in the back of a wagon (specifically, wagon one) for several weeks at a time. They know not to leave wagon one without Gondo's permission because of the special protection he puts on it. These monsters were imported by Gondo from his homeland far away.

Jack O'Bears

characteristics		attributes	
STR	17	Move:	4
CON	17	Hit Points:	18
SIZ	19	Fatigue Points:	34
INT	6	Magic Points:	18
POW	18	DEX SR:	3
DEX	10		
APP	7		

weapon	sr	attack	damage
Harmonize	1	automatic	resist MP vs. MP or be paralyzed
Right Claw	7	55%	1D6 + 1D6
Left Claw	10	45%	1D6 + 1D6

Skills: Hide 55%, Sneak 60%

Notes: special Harmonize ability

Jack O'Bear One

attributes	location	melee	missile	points
HP: 16	r leg	01-04	01-03	3/6
MP: 18	l leg	05-08	04-06	3/6
FP: 34	abdomen	09-11	07-10	3/6
	chest	12	11-15	3/8
	r arm	13-15	16-17	3/5
	l arm	16-18	18-19	3/5
	head	19-20	20	3/6

Jack O'Bear Two

attributes	location	melee	missile	points
HP: 16	r leg	01-04	01-03	3/6
MP: 18	l leg	05-08	04-06	3/6
FP: 34	abdomen	09-11	07-10	3/6
	chest	12	11-15	3/8
	r arm	13-15	16-17	3/5
	l arm	16-18	18-19	3/5
	head	19-20	20	3/6

Wagon Number One

This wagon is drawn by two oxen, driven by a zombie driver, guarded by one ogre guard, and contains both jack o'bears along with a separate compartment holding enough provisions for ten people to comfortably survive two months. In addition, there are three tents and cooking gear, several changes of clothing, and a large water barrel containing enough water to last the entire group three days. In a locked chest there are 1000 pennies along with a map locating the Chaos Holy Ground. Fully a third of the foodstuffs carried is dried meat with a pork-like flavor. It is jerked human flesh.

Close observation of this wagon reveals that only Gondo Holst ever enters it (INT x 3 or less on 1D100 to notice this). Anyone standing nearby it readily detects a reeking animal smell. Mystic Vision or Second Sight spots a magic spell on the wagon. The wagon is protected by a Warding 4. The wands forming it are inside and not visible. The jack o'bears know of the spell and will not leave until they know the Warding is down.

Wagon Number Two

This wagon is drawn by two oxen, driven by a zombie, and guarded by one ogre. Inside it are the three prisoners, who are held in a separate secret compartment; the three zombie warriors; and several large chests holding Gondo's ceremonial accoutrements and vestments. All the chests are locked.

Close observations of the wagon reveals that only Gondo holst enters it and that it stinks of decay. Mystic Vision or Second Sight reveals a magic spell on this wagon, too.

Inside the wagon is a keg of magic wine, brewed from special grapes grown on the chaos holy ground. This wine can be used in small doses as a sleeping potion. The first time the wine is imbibed, the gamemaster should roll 3D6 and match the resultant number against the drinker's CON. If the attack is successful, the drinker falls gently off to sleep, not to awaken until 2D4 hours have elapsed or he is vigorously shaken awake. If the drug fails and the drinker continues to sip, 1D4 potency is added for each sip, and another resistance roll must be attempted. If the drinker has not succumbed by the time the potency reaches 20, he becomes immune to the drug.

This wagon is only protected by a Warding 1 spell. Its cargo is less valuable. Any snoopers who assume that the first wagon must have Warding 1, too, will be surprised and zapped when their Countermagic is blown away.



Prisoners

The three prisoners are kept in the second wagon with the zombies, in a secret compartment near the front of the wagon. They are all harmonized and thus immobile from exposure to the jack o'bears. Gondo has not had a real chance yet to carefully search his captives.

Valka Runewolf is the scion of a poverty-stricken noble house on the mainland. He accompanied his master, Lord Bluebird, north when the priest was forced to flee his homeland. He met Gondo Holst in Surlt and was swayed by the ogre's claim of knowledge concerning Griffin Mountain. He joined the caravan on the spot, trusting Gondo to send a message to Bluebird, telling him what had happened—a misplaced trust. The first night, Gondo and friends jumped and harmonized him. The Dark-wall cloak that Gondo wears was Valka's. The evil priest happened to notice the matrix on it while chaining Valka to the wagon interior. Valka will want to retrieve the cloak if possible.

Gorki Grinlips is a young dwarf veteran of several slarge and orc raids. He bears several bad scars that have left his mouth in a perpetual snarl or smile (depending on how you look at it), hence his nickname. Gorki happened to be on the road at the wrong time one night. He rounded the corner at the citadel of Nidik where he served as night guard and was harmonized by a jack o'bear lurking in the shadows. As a mere dwarf, he was not searched carefully, and Gondo's men missed the crystal and coins sewn into the lining of his jacket.

Shep is a peasant boy from near Ockless. He became too curious about one of the wagons and was apprehended by an ogre guard. Shep is about 9 years old and thinks he can take on the world. He is pretty good with a thrown rock, but can't put enough "oomph" behind it to do real damage. Shep is a likable fellow. Anyone of a good nature who meets the kid usually likes him.

Valka Runewolf

Male son of a poor noble, an adventurer.

characteristics		attributes	
STR	16	Move:	3
CON	16	Hit Points:	16
SIZ	16	Fatigue Points:	32-24=8
INT	17	Magic Points:	15+gem = 21
POW	15	DEX SR:	2
DEX	16		
APP	7		

location	melee	missile	points
r leg	01-04	01-03	7/6
l leg	05-08	04-06	7/6
abdomen	09-11	07-10	7/6
chest	12	11-15	7/8
r arm	13-15	16-17	7/5
l arm	16-18	18-19	7/5
head	19-20	20	7/6

weapon	sr	attack	damage	parry	points
Bastard Sword	5	55%	1D10+1+1D4	36%	12
Heavy Crossbow	2	40%	2D6+2	36%	10

Spirit Magic (51%): Countermagic 1, Dispel Magic 1, Disrupt, Heal 2, Second Sight (3)

Skills: Evaluate 29%, Listen 45%, Track 26%

Languages: Zaring 74%, Sargetongue 25%

Magic: enchanted gem capable of holding 12 magic points (currently half-full)

Treasure: 28 pennies, a ruby hidden in his robe worth 2000 pennies

Notes: he is still wearing his chainmail armor, but his weapons are being kept in wagon one with the jack o'bears. His ENC does not count his weapons.



Gorki Grinlips

Dwarf night watch

characteristics		attributes	
STR	14	Move:	2
CON	11	Hit Points:	12
SIZ	12	Fatigue Points:	25-2=23
INT	9	Magic Points:	8
POW	8	DEX SR:	2
DEX	16		
APP	5		

location	melee	missile	points
tail	01-02	01	3/3
r leg	03-05	02-04	3/4
l leg	06-08	05-07	3/4
abdomen	09-11	08-11	3/4
chest	12	12-15	3/5
r arm	13-15	16-17	3/3
l arm	16-18	18-19	3/3
head	19-20	20	3/4

weapon	sr	attack	damage	parry	points
Club	6	42%	1D8+1D4	34%	6
Sling	2	38%	1D8	—	—
Buckler	7	15%	1D4+1D4	46%	8

Dodge: 25%

Spirit Magic (38%): Disruption, Heal 2; (in matrix) Dispel Magic 2

Skills: Scan 46%

Languages: Dwerrow 39%, Zaring 30%

Treasure: 2 pennies, a silver dagger worth 300 pennies, and a crystalline matrix for Dispel Magic 2 which also holds a binding enchantment for a power spirit (currently empty).

Notes: wears leather armor, but does not have his weapons, which were thrown away when he was caught.

Shep

9-year-old boy

characteristics		attributes	
STR	6	Move:	2
CON	10	Hit Points:	8
SIZ	6	Fatigue Points:	16
INT	14	Magic Points:	9
POW	9	DEX SR:	4
DEX	9		
APP	14		

location	melee	missile	points
r leg	01-04	01-03	0/3
l leg	05-08	04-06	0/3
abdomen	09-11	07-10	0/3
chest	12	11-15	0/4
r arm	13-15	16-17	0/3
l arm	16-18	18-19	0/3
head	19-20	20	0/3

weapon	sr	attack	damage
Fist	10	12%	1D3-1D4
Thrown Rock	4	36%	1D4-1D2

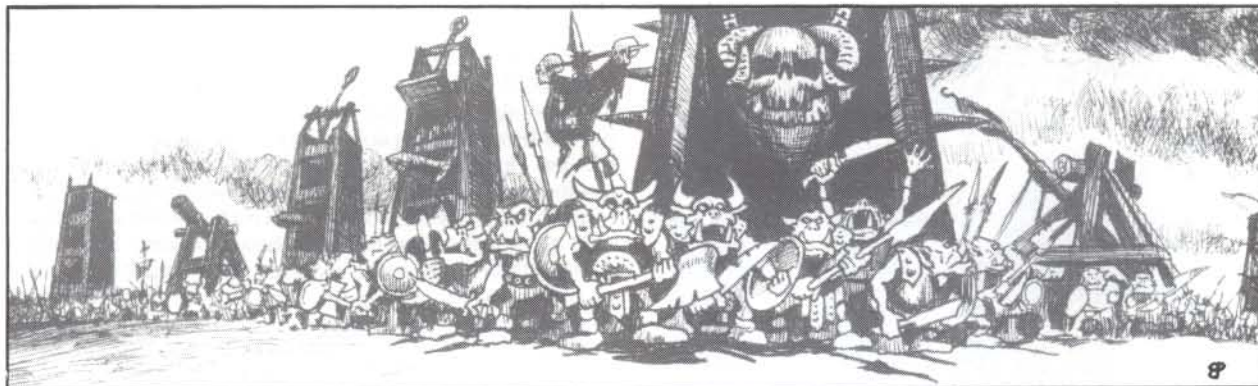
Skills: Climb 45%, Swim 40%

Languages: Zaring 36%

Treasure: 1 penny

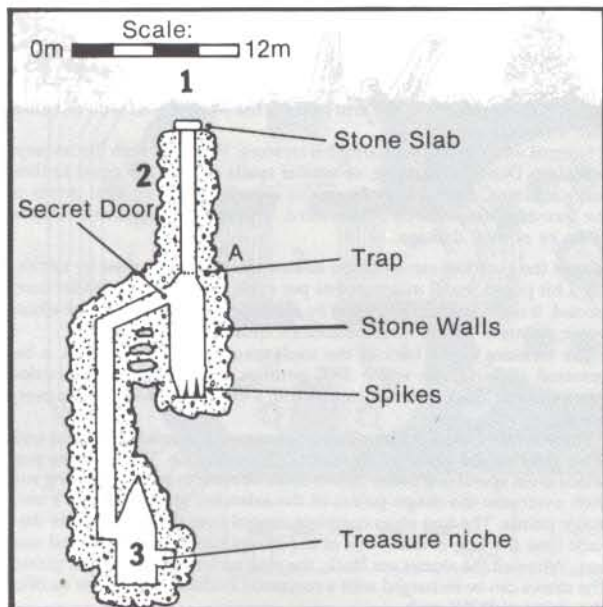


Crypt of Ockless



Legend says that Ockless built the citadel with the aid of three giants. He supposedly had a ring which bent the wills of the monsters to his purpose. Where he got the ring the Gods only know, for that legend is lost. The people of Ockless claim that their hero is buried in the city's necropolis. However, the exact location is unknown, intentionally concealed to foil thieves. Buried with Ockless, claims legend, is his fabulous ring.

The tomb is actually not too difficult to find and enter. Unwary adventurers may forget to ask themselves what has kept it from being robbed all these years.



1. The Surface Grounds

The crypt is unmarked. Most of the older tombs are indicated only by a shallow depression in the ground. A Divination reveals which tomb is Ockless'. So does a lot of digging.

It takes at least three hours of digging to uncover the slab that tops the shaft. The slab is gold-colored stone, roughly a meter and a half across, and has a SIZ of 50 which must be overcome to remove it. A Devise roll permits the use of levers to remove the stone more effectively, doubling the STR of one individual.

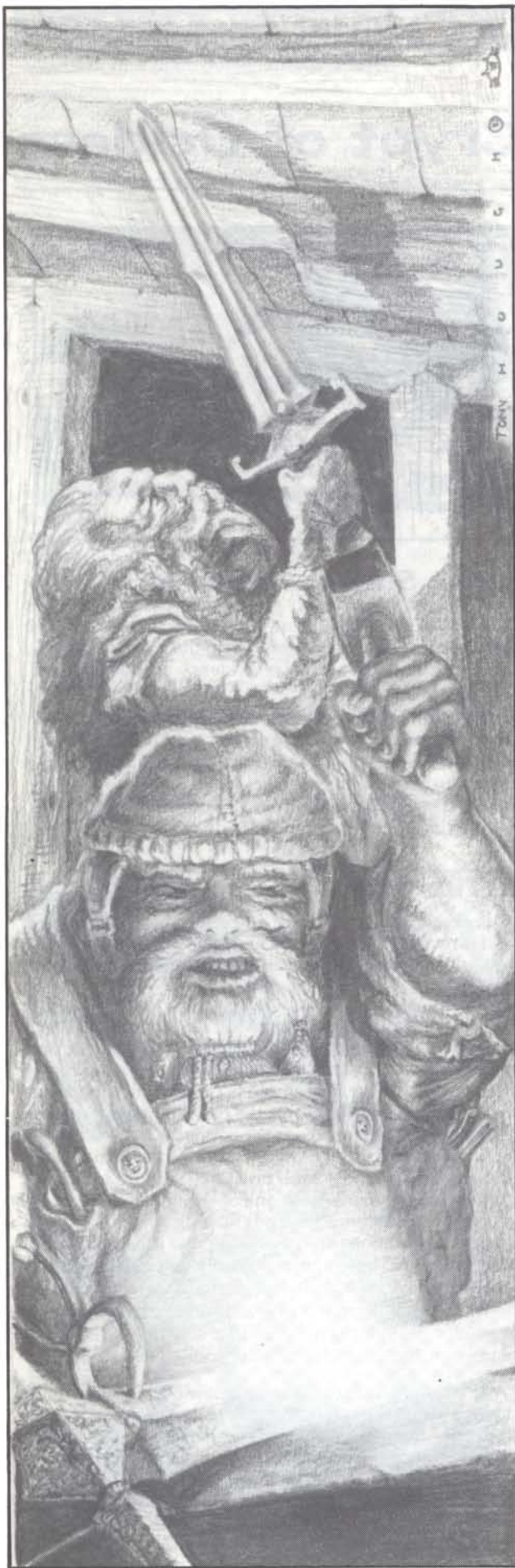
2. The Shaft

Once the stone is removed, a 1-meter-wide shaft downward is revealed. It descends 10 meters to an abrupt end. The walls are stone. There are handholds in the side of the shaft.

The shaft descends 10 meters to the dirt floor of point A. Convenient handholds lead here, but stop 2 meters from the floor. This is a trap. A thin layer of dirt is spread over rotten wood. Any being of more than SIZ 8 standing here breaks the floor and falls down the pit. The trap is 8 meters deep with two stone spikes in the bottom. Each spike does 5D6 points of damage. Anyone falling down the shaft must attempt a POW×2 roll on 1D100. Failure indicates that the character strikes on one of the spikes. A fumble indicates that the character lands on both spikes, and two different hit locations are struck. Success means that the character missed both spikes and only takes 3D6 damage from the fall. A critical success permits the character to attempt a quick Jump roll to grab onto the handholds in the side of the shaft to avoid falling. Failure in the Jump means that the character fell and took 3D6 damage.

A 15 minute search of the walls below the trap floor (and 7 meters above the spiked floor) reveals a group of stones set deeper than the surrounding shaft wall. This is the secret entrance to the crypt. The secret tunnel leads to a short sloping shaft which connects to another downward shaft. The stone here is weirdly warm.

This second shaft heads downward for 15 meters and ends in a small, beehive tomb.



3. The Tomb

The tomb is flat-floored and roughly ovoid, coming to a point at the top. The floor diameter is about 3 meters. The tomb has seven crude ceramic urns and 9 votive statues of obscure deities. Entry is through a hole in the wall about 3 meters off the floor.

In the wall of the tomb is a niche containing a few bones, some rags of cloth and wood and bronze from the collapsed chest that once contained Ockless' treasure. Several piles of charred and crumpled bone litter the floor of the room.

The perimeter of the room is surrounded by an 8 point Warding divine magic that does 8D3 points of Disruption-like damage to one hit location. Normally the Ward is passed through from above, at a level just centimeters below the floor of the shaft. The wands are buried below the ground, and it would take some digging and search to find them, in the course of which the seekers might well blunder across the field again, taking 8D3 more damage. Getting at the treasure in the niche requires breaking the Ward again. The border of the Ward separates the treasure niche from the rest of the chamber.

When a character finally enters the tomb (unless he is instantly killed by the Warding), a ball of flame begins to form in the chamber's center. This may explain where the little heaps of charred bone came from.

The Flaming Guardian

characteristics		attributes	
STR	33	Move:	3 flying
SIZ	33	Hit Points:	33
INT	11	Magic Points:	33
POW	33	DEX SR:	1
DEX	20		

location	1D20	points
body	01-20	33

weapon	sr	attack	damage
touch	4	MP vs. MP	3D6 damage

Dodge: 75%

Note: the guardian attacks by overcoming the MP's of his opponent. If it succeeds, it does 3D6 damage to a random hit location of the target. If the creature overcomes his victim with a special success, he does 6D6 damage. Armor only protects for the first of two or more consecutive rounds the victim is burned.

This attack cannot be parried.

Protection: any weapon striking the flaming guardian takes 3D6 points of damage directly to its armor points. Any damage exceeding the armor points is done directly to the arm holding the weapon—as with the guardian's regular attack.

Normal weapons do not harm this creature. Weapons with Bladesharp, Speedart, Damage Boosting, or similar spells do damage equal to their magical bonus. Fireblade or Firearrow actually heal 4 or 2 hit points of the guardian, respectively. Truesword, Truespear, etc. cause a weapon to do its normal damage.

Magic: the guardian can summon salamanders out of its mass by sacrificing 2 hit points and 2 magic points per cubic meter of salamander summoned. It only does this if it is met by multiple attackers, or by a foe whose magic points it fails to overcome twice consecutively.

The treasure in the back of the vault consists of 5431 pennies, a bejeweled silver torque worth 1800 pennies and a gold-plated jeweled sceptre worth 15,000 pennies, carved with a dog's head which barks every noon.

There is also Ockless' Ring. This is an arm ring, a solid gold band with three glowing red gems set around its circumference. To use it, the possessor must spend one melee round concentrating to activate the ring and then overcome the magic points of the intended giant with one's own magic points. The ring gives complete control over the giant for one day. Each time the ring is used, one of the stones turns dead black and useless. When all the stones are black, the ring no longer can control giants. The stones can be recharged with a successful Enchant roll and the sacrifice of a point of POW each.

Room 4: the shrine to Megaera.

This room is dedicated to the vile worship of the demone-
ness Megaera. When the room is entered, there is a 25%
chance that a priest or initiate of Megaera is present per-
forming some minor ritual, such as sacrificing a small
animal and smearing blood over the shrine's walls. The
walls are marked with bright red slashes of paint. Crim-
son light filters through red lenses set into window open-
ings high on the outside wall, giving ghastly illumination
to the stone altar which acts as pedestal for the meter-tall
statue of the goddess. Even crudely sculpted as she is
here, the statue is horrible to behold. Votanki or Zaring
non-player characters will not enter the room in the
thing's presence. A number of overturned crude stone
benches litter the floor and a pair of plain bronze braziers
flank either side of the altar. If the walls are searched and
a successful Search roll made, the characters find the
secret passage that leads downwards to the pits.



Room 5: The Hall of the Eye.

This is the most public of the two chapels devoted to
Redeye. The color red dominates the room, from the rusty
red walls to the crimson pillars and ruddy glow of the
strange liquid in the well. The hall's circular walls, ornate
pillars, and cleverly domed ceiling pay tribute to several
generations of labor. Semicircular steps flow downwards
from the main doors toward the Well of the Eye and the
door leading to the Oculus of Inner Secrets. Escorted
visitors are often allowed to tour this sacred hall, but only
initiates may participate in or view the secret cult rituals.

The Well of the Eye in the center of the hall is shallow
yet appears to have great depth. During the day, the well
seems to reflect and intensify the reddish light coming
in from the stained-glass eye at the apex of the dome. At
night, the liquid in the well glows with unsettling
intensity.

The doors separating the hall from the Oculus of Inner
Secrets are two meters tall, intricately carved of ebony
wood, and inlaid with ivory and polished jasper. The carv-
ings depict the triumphs of orcs over dwarfs, elves,
humans, and slarges. The door is locked. (Only Halcyon
has the key.)

A Search roll made when inspecting the south wall
reveals the secret door which leads to the pits. The han-
dle of this secret door latch is fitted with a poison pin care-
fully worked into the carving of the latch. Any unwary
character who even just jiggles the latch has a 65% chance
of being pricked and injected with a deadly poison of
Potency 19. A Devise safely removes the pin.

The liquid in the well is actually a living monster. It is
not sentient, but it is aware. It is a channel for directing
sacrificed Power to Redeye. Drinking some of the crea-
ture's body has a random effect on the drinker, but the
chance of getting a beneficial effect is increased by sacrific-
ing POW to the pool. Roll 1D10 and check the Pool Effects
Table for results.

Pool Effects Table

D10	results
1-2	systemic poison 1D20 potency
3-4	1D3 permanent POW loss
5	blindness for 1D6 hours
6	skin glows in the dark (effect lasts 1D6 days)
7	nausea for 1D6 hours (-15% on all skills until it passes)
8	one-use at INT×5% ability in a useful temporal sorcery spell, gamemaster's choice. (Intensity 1, Duration 10 minutes, Range 10 meters)
9	heals 1D8 points of damage (including general hit damage if necessary)
10	1D3 magic point increase

If a drinker sacrifices magic points to the creature and then drinks of it, 1 point is added to the subsequent die roll for each point sacrificed.

Room 6: the Oculus of Inner Secrets.

This is the secret inner chamber of the Redeye cult. Only the sorcerer-priests of the cult can enter here. This is where all important sacrifices to or contacts with the god are made. The low-ceilinged room is undistinguished. The walls are plain stone blocks, the floor, plain stone tiles. A single wooden table is the room's only furniture, an ornate golden goblet, the only decoration.

However, the room is well-protected. The short entry hall is protected by an 8 point Warding and the room is monitored by four powerful cult spirits, who are bound into this room and who may not leave without being freed.

A successful Search reveals the wands for the Ward-
ing. If the table in the center of the room is moved and the space below carefully searched, a small cubicle is revealed. In this cubicle are two vellum scrolls and an amulet. Second Sight reveals the guardian spirits. Detect Gold or Gems reveals the goblet and the amulet.

Four spirits guard the room. The secret to controlling them lies in their names. To know and to name each of the four is to control them. If they are controlled, they can be commanded by the binder, even to attack other guardian spirits. A spirit can be bound only once per day, and for the rest of the day it is under the control of its new master. The spirits manifest themselves visually in this chamber. Each has a distinct visage, all are somewhat transparent, and all are immune to weapons, of course.

Spirit One: name is Groan.

Appears as a grotesque floating human head with huge bat wings where its ears should be. Special Ability: im-
mune to Spirit Screen and Spirit Bloc spells.

INT 16 POW 27

Sorcery Spells (Free INT 14): Drain 100%, Palsy 100%

Sorcery Skills: Intensify 100%

Spirit Two: name is Wrend.

Appears as a pair of huge, disembodied green hands. The hands have single eyes on their palms and trail off into tentacles instead of arms. Special Ability: can exert a STR of 10 on physical objects.

INT 14 POW 30

Sorcery Spells (Free INT 13): Spirit Resistance 100%

Sorcery Skills: Intensify 100%

Spirit Three: name is Grynde.

Appears as a red, glowing, tall, thin woman with flaming hair and the forward half of small lizards (heads and forearms) where her hands would normally be. Special Ability: anyone possessed by her loses 1D4 INT permanently.

INT 17 POW 28

Sorcery Spells (Free INT 16): Fly 100%

Sorcery Skills: Intensify 100%

Spirit Four: name is Slayde.

Appears as a massive blue snake with the foreparts, head, and claws of a scorpion. Special Ability: any victim overcome by him in spirit combat takes 1D3 general hit point damage as well as losing 1D3 magic points.

INT 11 POW 32

Sorcery Spells (Free INT 8): Hinder 100%, Neutralizes Magic 100%, Smother 100%

Sorcery Skills: Intensify 100%

The room has three treasures, the chalice, the amulet, and one of the scrolls.

The chalice is made of gold and is set with twenty rubies (each worth 200 pennies). It is a ceremonial item for the Redeye cult and would immediately be recognized by any orc that saw it. The total value of the chalice (intact and out of Griffin Island) is about 5000 pennies. Its ransom value to the cult is at least 10,000 pennies and Arskus Gree, acting as fence, might offer as much as 3000 pennies.

The amulet is a magical artifact. Its purpose is unclear and requires intense research to discover. It is a pig control device that once belonged to an ancient citadel king—it can be used to cause a whole herd of porkers to move at the user's command simply by gesturing appropriately with it. Its value as jewelry is about 400 pennies. Its value as a magic item is not much more.

The scroll contains the names of the four spirits in the Oculus, and thus is extremely valuable. Only four individuals know any of the names for the guardian spirits. Marusa knows all four names, Halcyon var Enkorth knows one (Grynde), Arskus Gree has acquired two (Wrend and Grynde), and Egu Gah knows one (Slayde). This scroll is worth at least 5000 pennies to the right person (someone like Arskus Gree or Maugre).

The second scroll contains the details of how to officiate at an orc sacrificial ceremony.

Room 7: stair to the acolytes' quarters.

These narrow stairs lead upwards to the gabled attic of the temple. Amongst the beams and rafters are partitioned cubicles for the acolytes. Several of the finer cells are kept ready for use by priests of kindred cults. The room is lit only by lamps hanging from the rafters.

During the night, there is a 10% chance that some visiting priest is here, resting or performing private rituals. During the day, most of the orcish Redeye acolytes (five all total) sleep here.

Acolyte robes and ceremonial masks hang in each cell. These accoutrements are worn by all sorcerer-priests and acolytes of Redeye when on duty. Each of the five occupied cells also holds 1D10 pennies, discoverable on a Search roll.

The Pits

The pits were constructed about thirty years back during the high point of the temple's construction. Originally, they held only an underground altar (the Alcove of Mysteries). Since then, subsequent high priests extended the initial excavation, added guard rooms, prisons, torture pits. . . . In the process, they discovered a segment of a previously unknown tunnel complex that exists beneath the citadel. Except for the guard room and the Alcove of Mysteries, the walls of the complex are packed earth and rubble. Close examination of the earthen walls near the ceiling reveals the stratified debris, detritus, and remains of previous cities that once occupied the site. Close examination and careful excavation reveals that some of the former citizens were of no familiar race.

Room 8: outer guard room.

This room is reached via a cramped spiral stair from the temple above. The entrance is blocked by a thick wooden door, barred from within. A small sliding panel in the door nestles securely behind sturdy bronze bars. At least one guard is always here, and he is always a full sorcerer-priest of the cult. The guard wears a ceremonial badge of office, which contains a matrix for Spell Resistance intensity 4 and opens up into a key which opens the doors leading to rooms 9, 10, and 13.

The guard room itself has mortared stone walls. It is furnished with a table, chair, bed, and foot locker. A heavy bar holds the door shut, and the door to the adjacent Alcove of Mysteries is locked. The locker contains several weeks worth of dried and preserved foods for one person. There is a 15% chance that the guard has a book or scroll holding a sorcery spell he was studying.

Room 9: Alcove of Mysteries.

This connects to the guard room via a locked door. Slightly mildewy red drapes hide the mortared stone walls, the cabinets, and the door that leads further into the pits. The dominant feature of the room is the red-painted golden statue of Redeye. The statue is also a reliquary for a fragment (in this case three teeth) of a former priest, one Rakuss of Black Peak. The reliquary has a value of 300 pennies as a mere golden statue, but is worth 3000 pennies to the orcs. The spirit of Rakuss is summoned by touching the reliquary, and he attacks non-orcs immediately.





The Spirit of Rakuss

Appears as a ghostly red, cowed humanoid with glowing orange eyes.

INT 17 POW 33

Sorcery Spells (Free INT 12): Dominate Human 200%, Dominate Orc 200%, Drain 200%, Palsy 200%, and Phantom Touch 200%

Sorcery Skills: Intensify 100%, Duration 100%, Multispell 100%, Range 100%

The pits were originally constructed to house Rakuss' reliquary, but the current primary purpose of the room is to hide valuables away from the prying eyes of those who need not know of them. A Search roll is needed to notice the closets behind the draperies. The three closets house heavily embroidered and be-gemmed robes, knives, bowls, hallucinatory drugs, ornate masks, and eyeball-shaped icons. They are used only on high holy days. A jar of rancid paste in the bottom of the leftmost closet holds antidote for the poison on the secret cabinet latch (see below).

A fourth, secret cabinet opens into the leftmost closet. It contains specially valuable objects. A separate Search roll is needed to detect this cabinet.

The hidden latch to this cabinet is trapped with a poison pin with an exotic poison smeared over it. Anyone touching the latch is pricked. For the next 1D6 minutes, he experiences a form of euphoria (-25% from all skills during this). Immediately thereafter, he feels as though his blood is on fire, and takes 1D6 damage per subsequent round until he falls dead. The antidote paste in the closet is all that can save him—it will not cure damage already taken, but prevents all further damage.

In the secret cabinet are two books. One is called *The Wroth of the Silver Werm* and contains the text for Diminish STR, Diminish CON, Diminish DEX, Dominate Human, Enhance STR, Enhance CON, Enhance DEX, Tap POW, Venom, the Multispell skill, the Range skill, and the Duration skill. A second book, called *Chaosica*, describes in detail the various places of evil on the island including Granny Keeneye, Megaera, the Chaos Holy Ground, the River of the Damned, and Festering Island (though it does not mention broos). Both books are in Orcish. In addition, there is a razor-sharp golden knife worth 400 pennies, a ruby eye amulet worth 600 pennies, a robe of fine silk with gold tracteries worth 200 pennies, and a mask of gold with a single ruby eye worth 300 pennies. A locked chest with 30 golden coins is also here.

Room 10: the lair of the cave troll.

This earthen-walled chamber is reached by a stair from the Alcove of Mysteries. One passage leads towards the prison and a second disappears off into the darkness with no known destination. The stair that leads from the Alcove of Mysteries is lined with niches. Each niche holds a mummified head (not all human), some nothing more than skulls with scraps of parchment-like skin.

The chamber is the lair of Grudge, a large, smelly, simple-minded cave troll. Though this is his home, he is only here 35% of the time. If not here, he is either in the prison rooms or chasing glowing eyes down the mysterious tunnel. Grudge goes naked and always carries a huge, well-used, spiked club. He is fed regularly by the orcs, but supplements his diet with dead captive. He serves as watcher and ward for the prison. He has no treasures other than a jointed, very ugly, wooden doll buried in the straw of his bedding. In his simple-minded way, Grudge is very protective of the doll (called Daka-da). Should it be lost, stolen, damaged, or destroyed, his mind will become unhinged, and he will fight like a berserk, (as per the divine spell). Grudge also has the keys to the three cells in the Outer Prison (room 12) and the door to the Chamber of Pits (room 13).

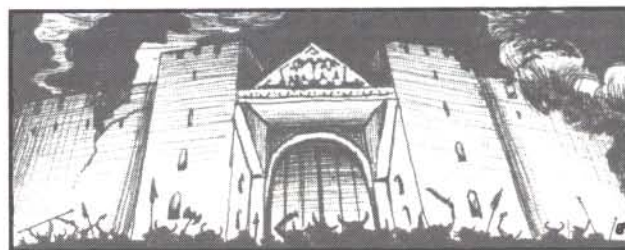
Room 11: A Tunnel Into the Unknown.

This tunnel appears at the gamemaster's discretion. The ground beneath the citadel is laced with tunnels created in the distant prehuman past. The tunnels are now occupied by mysterious creatures who maintain them and prey on any unwary enough to enter their domain. Suggested inhabitants include ghouls, degenerate dwarfs, or some other even more exotic race. The tunnel that connects to the Pits here leads into a complicated maze of unexplored shafts deep beneath the city. Few even approach the surface. The tunnel here, and another one in the cellar of the King's Inn may be the only entrances to this subterranean world. The tunnel was discovered during the excavation of the pits. The orcs have explored some tunnels, but have found nothing of interest. If questioned, Grudge says he has seen glowing eyes from within the tunnel entrance which vanish as he charges them. Every time the orcs try to block up the tunnel, the opening is unblocked within several days.

If the adventurers look into the tunnel and succeed in a Scan, they detect glowing lights that rapidly recede into the distance and disappear. The lights are in pairs—like eyes.

The tunnel is not safe to travel down. 50 meters in from Grudge's lair, it splits into three passages. 20 meters is a cleverly hidden pit trap (Search—40% is needed to find it). The pit is 12 meters deep and breaks under the weight of anyone larger than SIZ 6, doing 4D6 damage.

Beyond is mystery. The tunnels can be the jumping-off point for a series of exploratory adventures into the secret mysteries of the citadel's ancient past.



Grudge the Cave Troll

characteristics		attributes	
STR	24	Move:	3
CON	17	Hit Points:	26
SIZ	35	Fatigue Points:	41
INT	6	Magic Points:	8
POW	8	DEX SR:	3
DEX	10		
APP	2		

location	melee	missile	points
r leg	01-04	01-03	3/9
l leg	05-08	04-06	3/9
abdomen	09-11	07-10	3/9
chest	12	11-15	3/11
r arm	13-15	16-17	3/7
l arm	16-18	18-19	3/7
head	19-20	20	3/9

weapon	sr	attack	damage	parry	points
Club	4	57%	1D10+2+3D6	38%	16
Claw	7	66%	1D6+3D6	—	16

Note: usually hits with club, then follows that up with claw. He only parries when seriously wounded.
Grudge has the usual cave troll ability to regenerate from damage (q.v. *RuneQuest* Creatures Book).



Typical Sorcerer-Priest of Redeye

characteristics		attributes	
STR	14	Move:	3
CON	16	Hit Points:	12
SIZ	8	Fatigue Points:	30
INT	15	Magic Points:	14
POW	14	+ familiar	12=26
DEX	17	DEX SR:	2
APP	8		

location	melee	missile	points
r leg	01-04	01-03	(5) 0/4
l leg	05-08	04-06	(5) 0/4
abdomen	09-11	07-10	(5) 0/4
chest	12	11-15	(5) 0/4
r arm	13-15	16-17	(5) 0/3
l arm	16-18	18-19	(5) 0/3
head	19-20	20	(5) 0/4

weapon	sr	attack	damage	parry	points
1H Scimitar	7	50%	1D6+7	50%	10

Sorcery (Free INT 15): all known by familiar; Damage Boosting 72%, Drain 48%, Illusory Sight 38%, Neutralize Magic 65%, Smother 59%, Spell Resistance 49%

Sorcery Skills: Intensify 54%, Duration 32%, Multispell 46%, Range 28%, Ceremony 30%, Enchant 26%, Summon 49%

Skills: Listen 59%, Scan 85%, Search 65%

Note: always keeps Damage Boosting 5 on scimitar and wolf's teeth and Damage Resistance 5 on self and wolf. Usually uses Illusory Sight to cover his retreat.

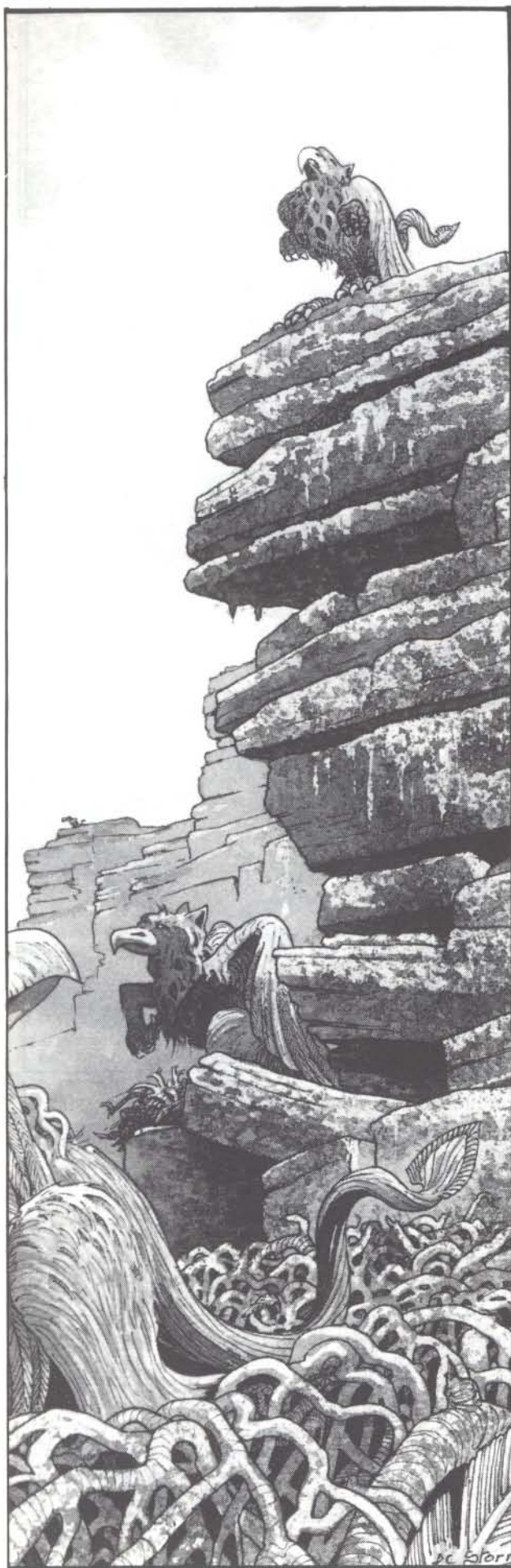


Wolf Familiar

characteristics		attributes	
STR	13	Move:	7
CON	18	Hit Points:	17
SIZ	15	Fatigue Points:	31
INT	6	Magic Points:	12+
POW	12	sorcerer	14 = 26
DEX	16	DEX SR:	2

location	melee	missile	points
rh leg	01-02	01-02	(5) 2/5
lh leg	03-04	03-04	(5) 2/5
hind q	05-07	05-09	(5) 2/8
fore q	08-10	10-14	(5) 2/8
rf leg	11-13	15-16	(5) 2/5
lf leg	14-16	17-18	(5) 2/5
head	17-20	19-20	(5) 2/6

weapon	sr	attack	damage
Bite	7	90%	1D8+5+1D4



Room 12: the Outer Prison.

This earth-walled room functions as the more "genteel" of the temple's two prisons. The three lockable cells with massive bronze locks are used to contain prisoners that are not to be killed for some reason. Although the cells are not comfortable, or even dry, prisoners here are not treated badly, for orcs.

Currently, cells A and C are empty, though C is full of water. Cell B contains Acrometes, a foreign merchant who tried to cheat Cyriel Endelkar. Acrometes wisely hid his wagon load of goods before entering Ockless. He has not been killed because the orcs come down periodically to try and torture the secret of his wagon's hiding place out of him. Acrometes is a friend of High Plutarch Maugre of Soldier Port, and rescuing him would be a good way to raise high in the Plutarch's favor. Acrometes is an older gentleman who is in bad sorts right now (he has a bad chest cold from the damp), but is normally quite genteel-looking. He is well-mannered, polite, and friendly. He makes no promises of reward, but if rescued will ensure that his saviors are as well rewarded as he can possibly afford.

Room 13: the Chamber of Pits.

This is the innermost chamber of the pits. Its packed earthen walls have numerous little niches carved into them, each containing a human skull. Like the outer prison, the pits here house prisoners. While the cells in the outer prison are merely dank, cramped, and uncomfortable, the holes here are truly vile. Each pit is about 1½ meters across and 3 meters deep and is lined with stone. They are covered by heavy metal lids that can only be raised with chains pulled by a strong creature such as Grudge. The door from the outer prison to the chamber of pits is locked, and Grudge has the key. The prisoners kept here are only being stored until the next convenient time for sacrifice to Redeye or Megaera. They are not even fed (only prisoners in the outer prison are fed), though a bucket of water is poured into the cell each day.

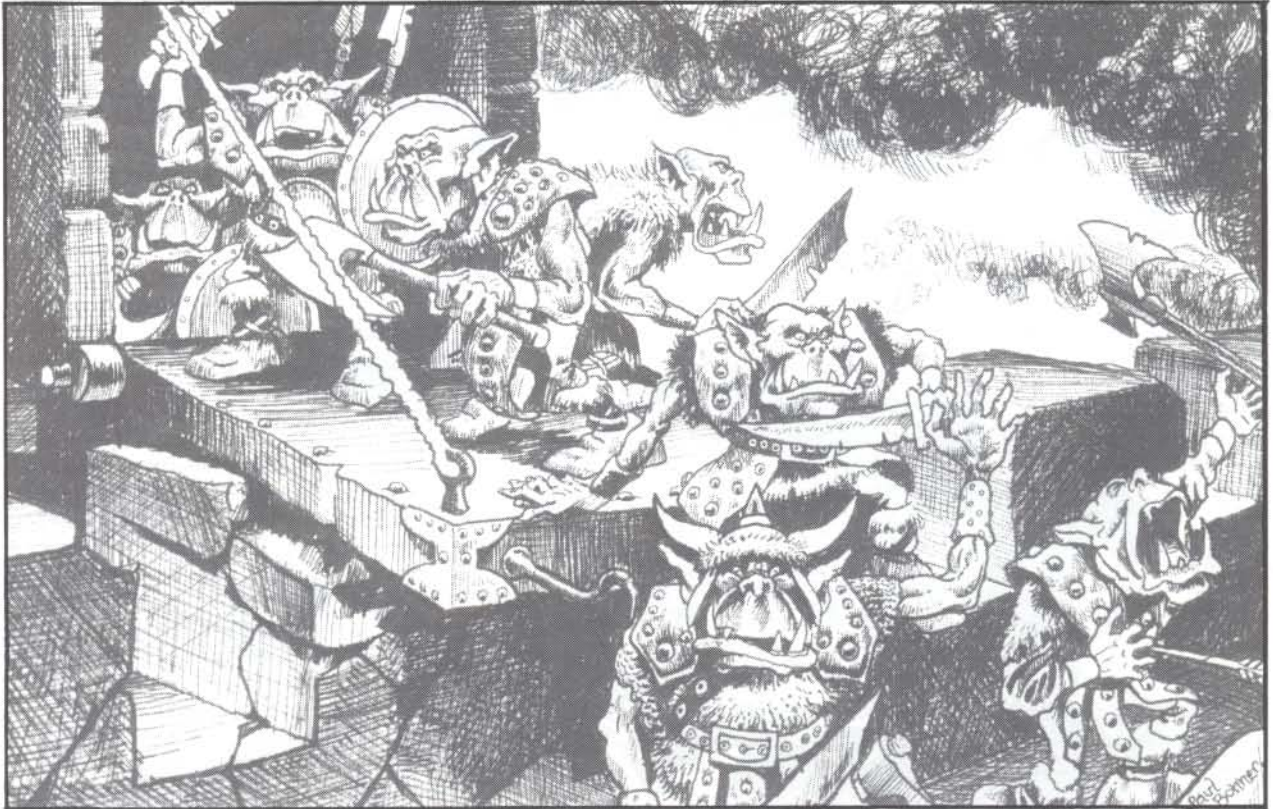
Pit D contains Chernko Chan, an accomplished but unlucky thief from the mainland. He sought to relieve the temple of the valuables in the Oculus, was captured, and is scheduled for sacrifice on the next holy day. Chernko has actually managed to remove several of the stones near the top of the pit, and has been digging an escape tunnel. He plans to risk the glowing-eyed tunnels he has heard Grudge speak of.

Pit E contains Ostragrazzi, a swineherd who was grabbed off the streets by the orcs, since at least two sacrifices are needed for Redeye's holy day, and they only had Chernko Chan at the moment. Since then they have caught Lord Walthus Crue, but can't be bothered to free Ostragrazzi.

Pit F contains the aforementioned Lord Walthus Crue, an adventurer from the mainland. He is the son of a minor noble and acts as one might expect a stereotypical arrogant young nobleman to act. He is here because he injured an orc in a barfight. He would have been killed on the spot had not he shouted that he had a wealthy father. Marusa recognized the family name and sent off a ransom note several weeks ago (however, the ransom was for about 10 times what daddy was willing to pay for his youngest and most unruly son). Young Lord Crue was originally in the outer prison, but as the weeks passed and it became apparent no ransom was forthcoming, he was moved to the pits. He will welcome rescue, but is such a haughty pain-in-the-ass that the characters might be better off leaving him here.

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The Dryad's Grove



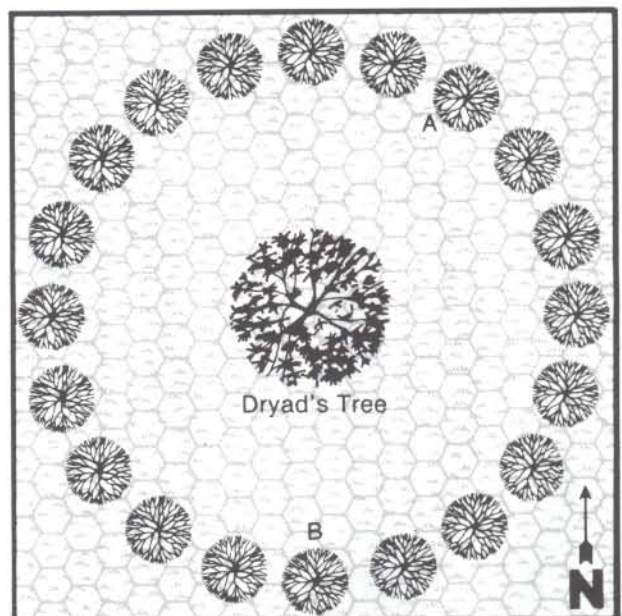
The Dryad's Grove is at the edge of a forest in the Wilds. It consists of an ancient oak encircled by a ring of 20 younger oaks. The grove was once the center of a much larger wooded area, but during some forgotten struggle or climatic change, the surrounding forest was destroyed, leaving the grove exposed. The ancient tree is inhabited by a crotchety and lonely old dryad who, for obvious reasons, has hated non-elves for centuries. Darkflower, the dryad, will usually not appear to intruders, but instead remains hidden within her tree. In a small hollow beneath her tree she keeps her wealth. Her magic items are normally wrapped around a root of the tree in this hollow, but when she leaves the tree, she always carries them with her.

She always attempts to molest, harm, or kill non-elf invaders. If she is dealt kindly with by elves in the group, she may change her attitude and become helpful.

Darkflower does not attack physically. Instead, she casts spells and sends forth her bound spirits, animate trees, and elementals to do her bidding. She will cast spells to back up her magical warriors. Looking forth from the protection of her tree, she need never leave her hiding place, activating her guardians as they are needed.

In her usual tactics, she will first animate the two Warriors of Wood, followed by activating the two magic spirits, who will first cast Second Sight, then target spells as appropriate on the individuals the dryad points out. Then, she will send out her four ghosts and three gnomes. After the battle, she will use her Command spells to return the gnomes and ghosts to her binding enchantments.

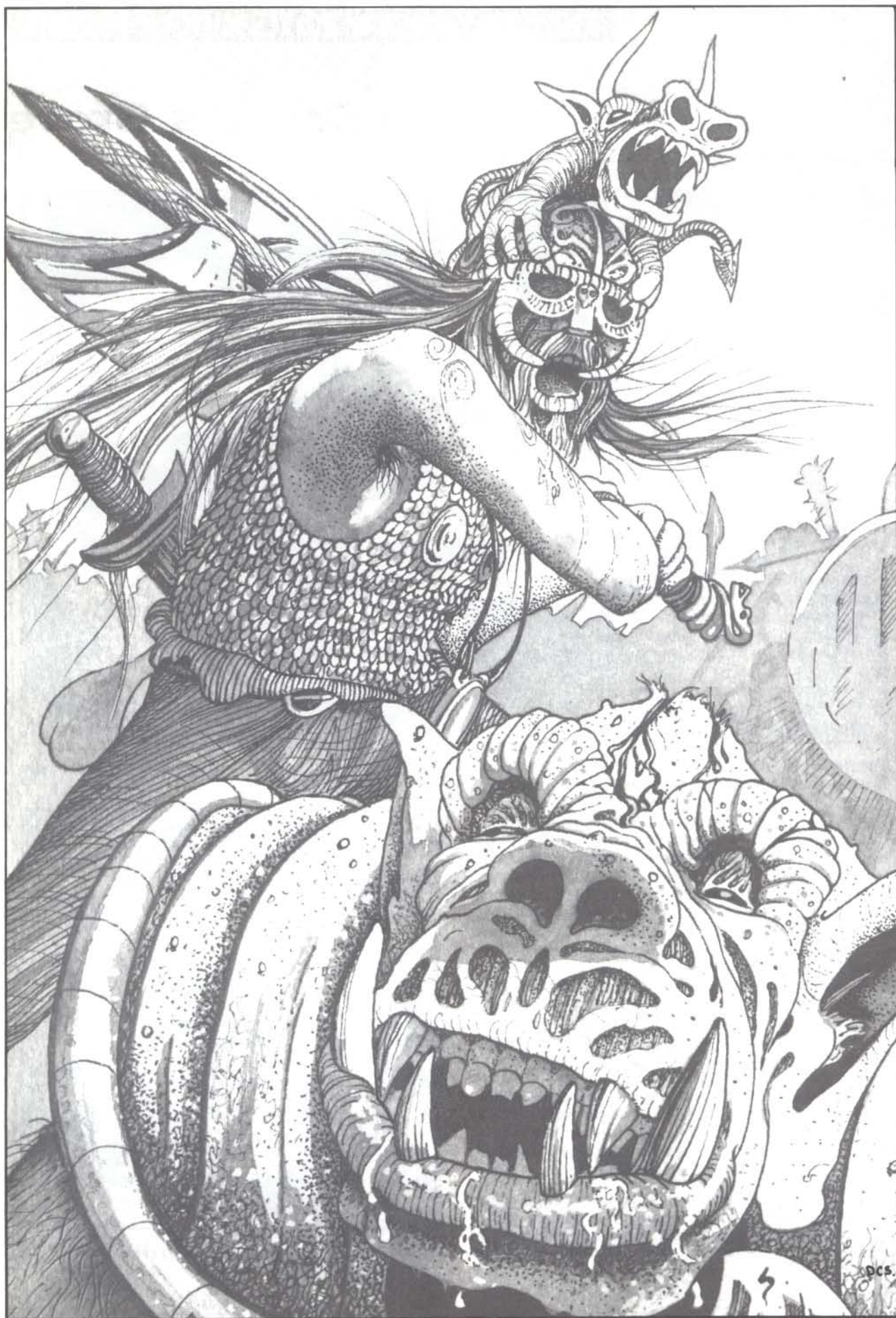
She may also have elves nearby to aid her. Make these up as needed or desired.



The Dryad's Grove

A = Warrior of Wood One
B = Warrior of Wood Two

Scale: 1 Hex = 5 meters





Firshala's Prison

This low mound is topped by a pair of 4-meter-tall stone plinths made of a bluish, translucent stone with a waxy texture. If a Second Sight, Soul Sight, or Mystic Vision spell is cast, the figure of a woman appears between the plinths. A Detect Magic or Detect Spirit spell leads toward the plinths as well. Non-magical examination reveals nothing.

The woman is the physical manifestation of a benign and powerful fire spirit. Many centuries ago, she was worshipped by the ancients. After her imprisonment by foes whose culture and gods have long since been forgotten, she fell to her current power level.

Firshala can be released from her imprisonment by a successful Worship Firshala ceremony, which she can teach via a Mindspeech spell to anyone willing to sacrifice two points of POW to her (one to become an initiate, and the second to learn the one-use spell). If released, she gifts the releasing character with a kiss upon the back of his hand. This spot is marked by a silvery sheen thenceforward. She will explain that once in the future, the gifted character can call upon her (as per Divine Intervention—see below) directly for aid. The gift is not transferable. Once she has been called upon, the kiss's mark fades.

Once Firshala is released, she again will wish to be worshipped. Those characters who release her will be invited to be among her first worshippers. If a character who is not already a priest of some other religion swears faith to her and sacrifices a point of POW, she ordains him as a priest of her faith. Her only requirements are that the individual not become a sorcerer, shaman, or priest of another deity, and that he give all but one of his available magic points to her in a Worship Firshala ceremony once a season.

Firshala dislikes worshippers and gods of the sea or rivers, and does not care for elves either. She strongly discourages her worshippers from associating with such beings. If they persist, she may be sadly forced to disavow them and remove the benefits of her worship from them.

Firshala has access to spell spirits for the spirit magics of Detect Spirit, Disruption, Ignite, Mindspeech, and Spirit Shield and she sends these spirits to her priest (at his request) on her High Holy Day (which is the anniversary of the day on which she was released from her prison) for him to learn spells from or use to teach others with. The spell spirits each have a POW equal to twice their spell's points. She also permits her worshippers to learn her divine magic spells: Call Salamander, Command Salamander, and Soulfire.

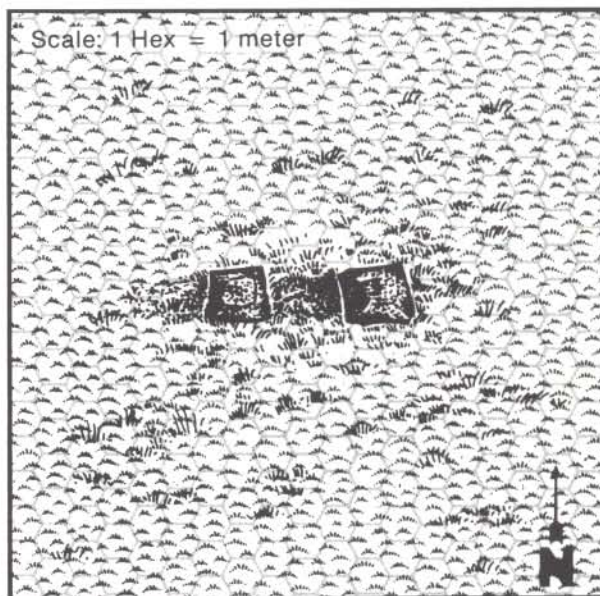
At this point, the gamemaster can develop the cult of Firshala as he sees fit. It might even be a good idea to let the character who frees her develop the cult.

Special Firshala Divine Spell

This is the one new spell which Firshala can furnish to her worshippers.

Soulfire 1 point
ranged, temporal, nonstackable, reusable

For the duration of the spell, any Disruption spells cast by the spell's target does 2D3 damage instead of the normal 1D3. The victim feels a painful burning sensation instead of the normal wound.



Firshala's Prison

Divine Intervention

Any initiate of Firshala's who succeeds in a divine intervention is instantly possessed by her—he cannot resist this effect. During the period of her possession, the body takes on the physical attributes of Firshala herself: i.e., the host becomes female, glows slightly bluish, and has all characteristics modified as described below. She acts as seems fit, but always favors her own worshippers and friends and fights those who oppose them. She tries to impress anyone neutral standing nearby. At the end of the crisis, the goddess leaves, and the host can reoccupy his own body. This is not without side effects. If the character was male, he must succeed in a POW×5 or less roll or his body retains the female form.

Firshala's Possession

<i>characteristics</i>	<i>attributes</i>
STR ×2 host's	Move: ×2 host's
CON ×2 host's	Hit Points: refigure
SIZ host's	Fatigue Points: refigure
INT 20	Magic Points: 40 (but see
POW 40	below under Spirit Magic)
DEX ×2	DEX SR: refigure
APP 24	

Note: she can use any weapon at a skill percentage equal to her DEX $\times$ 5.

Dodge: DEX $\times 5$

Spirit Magic: can automatically cast Detect Spirit, Disruption, Ignite, Mind-speech, or Spirit Screen backed up by as many magic points as she wishes (taking the necessary SR delay to boost). Can also cast any spells known by host. Her own personal magic points are not reduced by this and are only used to defend vs. spells and spirit combat.

Divine magic: has permanent Soulfire upon her, and can Command Salamanders at will. Must go through normal Call Salamander ritual to summon one.

Skills: same as host's

Languages: all at 50%



Darkflower

characteristics

STR	10	Move: 3
CON	10	Hit Points: 10
SIZ	9	Fatigue Points: 20
INT	21	Magic Points: 22
POW	22	+ spirits 53= 75
DEX	17	DEX SR: 2
APP	17	

attributes

location	melee	missile	points
r leg	01-04	01-03	0/4
l leg	05-08	04-06	0/4
abdomen	09-11	07-10	0/4
chest	12	11-15	0/5
r arm	13-15	16-17	0/3
l arm	16-18	18-19	0/3
head	19-20	20	0/4

weapon	sr	attack	damage	parry	points
Staff	6	87%	1D8	85%	8

Dodge: 80%

Spirit Magic (110%): Befuddle (2), Countermagic 4, Demoralize (2), Healing 6, Second Sight (3), Vigor 4; (known by intellect spirits) Dullblade 3, Protection 4, Shimmer 6, Strength 4

Divine magic (100%): Command Ghost 4, Command Gnome 3, Command Intellect Spirit, Command Magic Spirit, Command Power Spirit, Command Warrior of Wood 2

Magic Skills: Ceremony 40%, Enchant 70%, Summon 70%

Skills: Conceal 90%, Hide 90%, Listen 60%, Plant Lore 90%, Scan 90%, Sneak 80%

Languages: Elvish 100%, Zaring 60%

Magic Items: binding enchantments on small wooden beads in a necklace. Each bead holds one enchantment. There are enchantments for 4 intellect spirits, three power spirits, two magic spirits, three gnomes, and four ghosts.

She also has a wooden ring with a Light matrix on it and a small red crystalline sphere which automatically Absorbs (as per the spell) any Disruption spells cast at her, no matter how many magic points boost the spell.

Treasure: 2200 pennies, a flawed sapphire worth 49 pennies, a bag of 5 pretty but valueless stones, a well-made golden necklace worth 600 pennies, and an emerald set in a silver headband worth 600 pennies.

Spirits: Darkflower has a variety of intellect spirits, power spirits, magic spirits, ghosts, and gnomes.

intellect spirits—(INT 3, POW6), (INT4, POW 8), (INT 6, POW9), (INT 4, POW6);

power spirits—(POW 23), (POW 18), (POW 12);

ghosts—all mindless plant spirits (POW 14), (POW 18), (POW 16), (POW 12);

magic spirits—(INT 12, POW 20) spirit magic (100%): Demoralize (2), Dispel Magic 6, Disrupt, Second Sight (3); (INT 13, POW 22) spirit magic (110%): Befuddle (2), Countermagic 6, Spirit Screen 5

gnomes: (3 cubic meters, STR 30, POW 12, HP 41)
(5 cubic meters, STR 48, POW 17, HP 66)
(6 cubic meters, STR 57, POW 22, HP 80)

Warriors of Wood

These bizarre monsters made out of living trees have been created to protect the dryad. The ritual for making these beings is nearly forgotten. The vegetable nature of the warriors allows them to take fantastic damage without much notice. A warrior can attack using all its branches each round against one or more opponents. It cannot parry or dodge. The warrior never suffers from fatigue. They are each around SIZ 40-50 and 10-15 feet tall.

The following special restrictions should be noted: *Impaling weapons*, such as arrows, spears, and daggers do only 1 point of damage (maximum) after penetrating armor, but can get stuck in a warrior on an impaling roll (as per normal impaling rules). *Crushing weapons* such as maces, flails, and mauls do only half the damage rolled. *Slashing weapons* such as swords and axes do full value damage. *Spells* affecting the emotions or intellect such as Befuddle, Fear, Madness, or Stupefy have no effect. A Firebladed or Firearrowed weapon or missile will do normal Fireblade or Firearrow damage. The warriors will fight until destroyed.

Warrior One

attributes	location	1D20	points
HP: 46	trunk	01-11	12/24
MP: 8	branch 1	12-14	5/10
	branch 2	15-17	3/6
	branch 3	18-20	3/6

weapon	sr	attack	damage
Branch 1	4	10%	5D6
Branch 2	7	30%	3D6
Branch 3	10	30%	3D6

Warrior Two

attributes	location	1D20	points
HP: 48	trunk	01-08	14/28
MP: 8	branch 1	09-11	4/8
	branch 2	12-14	2/4
	branch 3	15-17	2/4
	branch 4	18-20	2/4

weapon	sr	attack	damage
Branch 1	4	20%	4D6
Branch 2	6	40%	2D6
Branch 3	8	40%	2D6
Branch 4	10	40%	2D6

This is a small mountain approximately 2.7 km tall, located in the midst of the Griffin Island Wilds. Sixteen griffins live in a large cave near the mountain's summit; there usually are 1D6+1 adult griffins and 1D4 young griffins within at all times.

If the adventurers try to climb Griffin Mountain they will automatically be attacked by all griffins currently at home. There is no way for a party of adventurers to quietly climb the mountain. The griffins will both swoop down upon the party and drop rocks on them from above in an attempt to knock the intruders back down the mountain. Should anyone make it into the cave, they will be attacked by any remaining griffins.

Climbing Griffin Mountain

1. The climb will take 10 hours.
2. Each player must succeed in a Climb roll each hour (i.e. they must succeed in 10 climb rolls each). Failure results in a fall for the adventurer. A falling adventurer can have his player attempt to roll his DEX $\times 3$ or less on D100 to save the adventurer from the fall. Barring a magical escape, all falls are fatal.
3. All ENC carried by a climber is subtracted from his Climb skill percentile.
4. The adventurers may elect to rope themselves together. If so, the adventurers to either side of a falling climber may attempt to save him. The players of the two adventurers individually attempt to overcome the SIZ of the falling climber with their respective STRs. If the falling character's SIZ overcomes either savior, that character also falls, causing the procedure to be repeated with the next member(s) of the party. Thus, a single slip could lead to the entire party falling. If a character reacts quickly (his player rolls DEX $\times 3$ or less on 1D100 before he resists the STR of anyone falling), he can cut the rope and save himself.
5. The climb down takes just as long and is run in the same way as the climb up.
6. The climb can be performed at night, but 25% is subtracted from the Climb roll of every adventurer unable to see in the dark.



Appropriate spells may make this possible. Remember that the mountain is 2700m high and slopes back from the plains. The total distance required for an up-mountain flight is approximately 5000m.

Adventurers attempting to climb the mountain while griffins are present will be attacked. Each griffin will drop a rock upon the party, then fly back up the side of the mountain for another (taking 3 melee rounds to do so). The ability of a griffin to hit an adventurer with a dropped rock is given in the griffin statistics toward the end of this scenario.

Fighting While Climbing

A character can free his hands to fire a bow, throw a missile, or cast a spell only if the characters adjacent to him on the rope do nothing that round (except cling to the mountainside, holding everyone up). If the climbers are not roped together, then a character must succeed in a Climb roll to cast a spell. Failure to succeed in the Climb aborts the spell, but the character will not fall unless he fails a DEX $\times$ 5 roll as well.

Commentary

Reaching the top of the mountain is no easy feat. In fact, it is suicidal to try without the right combination of talent and good sense. The characters should have some warning about this, but the exact nature of the difficulties involved should not be told them—they should be allowed to figure it out or experience it themselves.

Captured Young Griffins

A griffin captured at an early enough age can be trained as a mount. For this reason, living young griffins are exceedingly valuable. There are four young griffins on the mountainside young enough to be trained.

The actual procedure by which the griffins are subdued is both complicated and requires skillful use of Animal Lore, Ride, and similar skills. It is best left up to the individual gamemaster. No method is fool-proof, and there is always a chance that the young griffin will escape. If the Nidikan king finds out that griffins are being trained in Zarland, he will regard this as a threat to his supremacy in owning flying steeds (the great hawks), and will try to kill or capture the animals. If the characters bring the griffins to Nidik first, of course, matters will be different. Ockless and Surlt are quite interested in obtaining flying mounts to break Nidik's monopoly. They will pay well, bestow honors, or (especially in the case of Ockless's orc rulers) assassinate and kidnap.

A young griffin taken to a more civilized land than Griffin Island might be sold for as much as 10,000 pennies.

The Griffin Cave

The griffin cave is a natural cavern in the volcanic mountain rock. Its floor is rough, but mostly flat, except where indicated by elevation changes on the Griffin Cave diagram. The ceiling is roughly as high as the width of the room, varying enormously. Griffins may make high, flight-assisted leaps in chambers 2 and 3D. Elsewhere, they must walk.

1. Cave Mouth

Found Object: located here 25% of the time. Any such item will be around the base of a tree.

The rock of the mountain slopes up to a cave mouth roughly 8m wide and 6m high. This funnels down to a short 4-meter-diameter tunnel that rises about 3m upward as it pierces the side of the mountain. To the left of the cave opening are three trees.

As the party draws nearer, they can see bones scattered about, mostly of wild cattle. The three trees are different varieties. Tree A is a sturdy pine. Tree B is a fruit tree of some type. If the adventure is occurring in the spring, it will have pale orange flowers. In summer and autumn, there will be spiky fruit (50% chance of being green in summer, and 50% chance of being moldy and puffy in autumn). In the winter, the tree is bare. Tree C is a scraggly pin oak.

A general search (no Search rolls needed) reveals any found objects.

The Windberry Tree

A successful Plant Lore or Human Lore reveals that Tree B is a Windberry tree—a very prized and rare bit of vegetation. These trees only grow on the highest spots of the earth and have not yet been tamed or cultivated. An elf or initiate of any Storm cult will be able to recognize this tree on a roll of INT×5 or less on 1D100.

A successful Search roll on the tree reveals that the spiky orange fruit (if any) shimmers slightly. A character must succeed in a DEX×5 roll to pick this weird fruit. If eaten, one berry makes the eater a little blurred, also, acting as 1 point of the spirit magic Shimmer. This effect lasts for a number of minutes equal to the eater's CON. Eating more than one berry will not increase the effect.

However, the berries may be refined into a sort of wine (taking a successful Craft/brewing skill roll, appropriate equipment, and a week). Each berry-worth in a glass of such wine acts as a 1 point Shimmer spell for his CON in minutes. A real Shimmer cast upon a character under the influence of this wine adds to the effect.

Each year, 1D100 berries are available to be picked. Seeds planted and cultivated never germinate. Transplanted trees always die, and so do the clippings.

Even more valuable than the berries are the boughs of the living tree. This tree has 3 boughs available that may be turned into staffs of Flight. Each limb cut off has a 25% chance of killing the tree, making all further limbs cut off dead and useless. Windberry trees in general have 1D3+1 boughs.



To make the staff, a two-hour-long Enchant ritual must be performed, in the course of which the bough is stripped of all bark. This must be performed within a day of cutting. The character performing the ritual must sacrifice two points of POW. The staff must then be thrust upright into the ground and left to age for a week. At the end of the week, the staff is uprooted, and the portion that touched the earth is cut off. Another two-hour-long Enchant ritual must then be performed, and two more points of POW sacrificed by the maker.

The staff can now function as a flying mount. To operate it, the user grips it firmly (he can either straddle it or simply hang on with both hands) and gives the staff as many magic points as desired. It can then fly through the air with him for a number of minutes equal to the total magic points used minus the SIZ carried (dividing ENC by 6). The character can control the staff's direction by shifting his weight, and receives a Ride Staff skill equal to half his Ride skill or 5% plus his Agility modifier, whichever is less. If the rider falls off or is killed, the staff ceases operation and falls to the ground. The staff moves at a speed of 10, and this can be increased by the use of Mobility or Haste spells.

The staff has 7 hit points and an ENC of 2.

Found Object Table

Like all caves or complexes where beings live, some items are collected or find their way into living quarters and then are forgotten, misplaced, or buried under a melange of personal effects, garbage, excrement, etc.. Griffin Cave is no different. Found Objects as used here are the more unusual items present in a given room. All rooms have a given percentage of a found object being present. The gamemaster could pre-roll against these desired percentages for all the rooms and locate the objects therein, or place them as the adventure progresses. Each object may be encountered but once. Reroll if it comes up again.

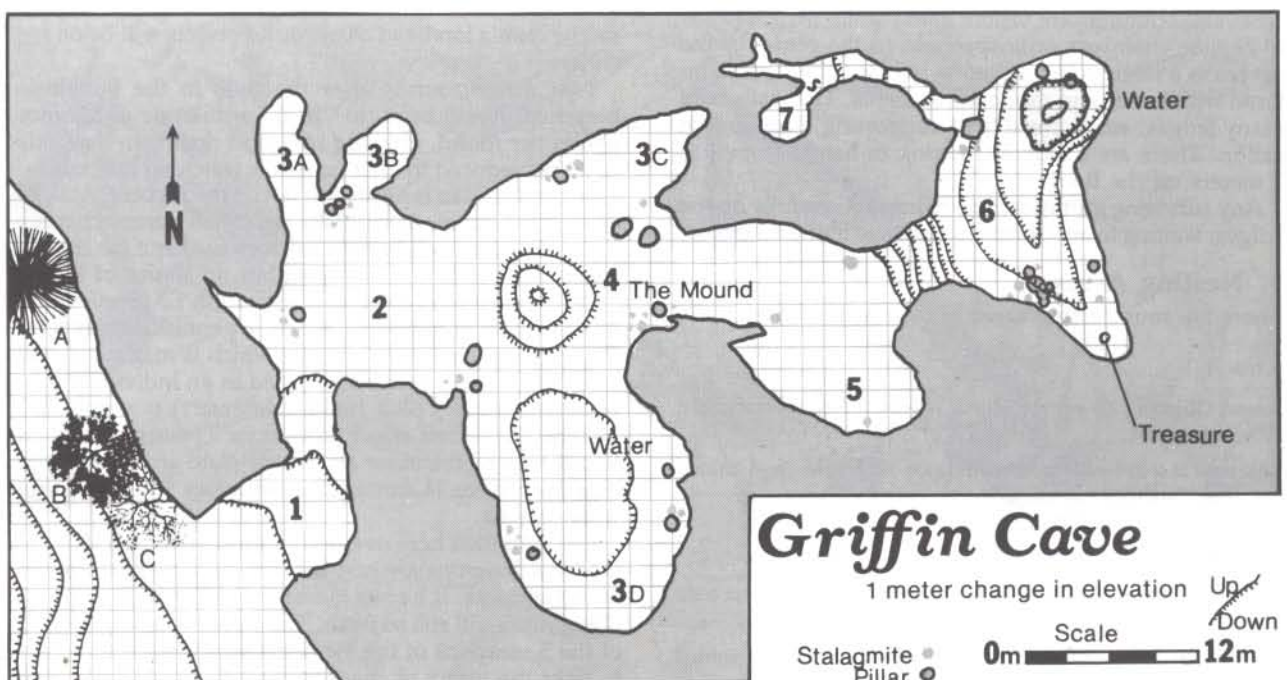
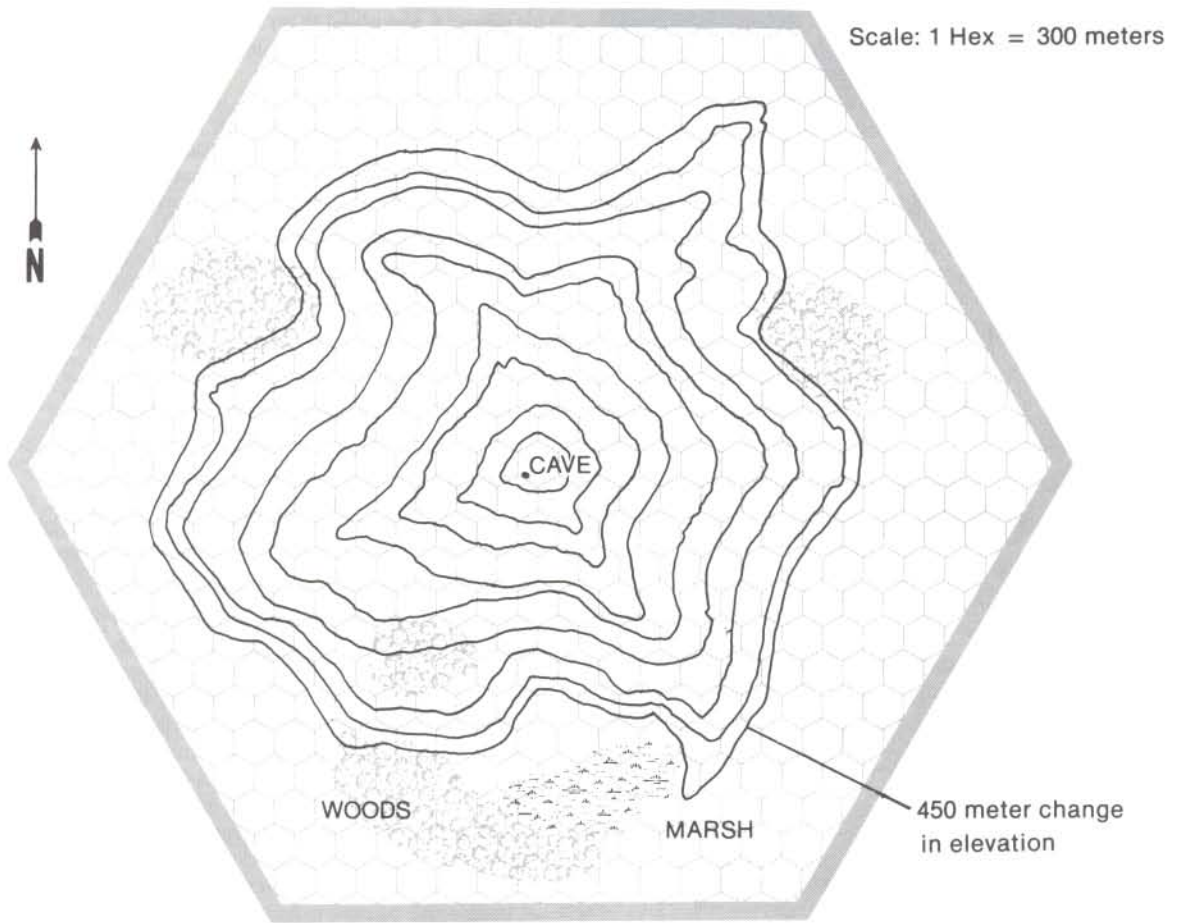
D10 object

1. A silver dagger (it has 4 armor points). It has a Bladesharp 4 matrix set in its pommel. This spell may be cast only on the dagger, not any other weapon.
2. A great slarge skull with four gold teeth (worth 30 pennies each).
3. A finely-tooled copper bowl of 2 liter capacity. It is worth 10 pennies.
4. A good long spear with a stone head.
5. A fragment of iron chainmail (roughly 1 ENC worth).
6. A small ceramic statue of some obscure storm deity, badly chipped.
7. A jumbled pile of bones. A ghost is attached to this pile who will attack in spirit combat if it is touched. If it manages to possess its victim, it will try to get him to

D10 object

- jump off the edge of the mountain. It has INT 15 and POW 24. It knows no spells.
8. A sick griffin (use any griffin minus 1D8 POW). In a fight with broos, this beast contracted soul waste. Since then it has lain about as the disease slowly eats away. If cured, it will gratefully obey him. Thereafter, it will not attack his own kind, nor permit its master to loot the griffin treasure.
9. A wand of green wood that always points north when dropped to the earth.
10. A leather satchel. Inside this bag are 20 smaller packages containing healing herbs and plants. Each package, if brewed into tea and drank, will cure 1D6 general hit point damage.

Griffin Mountain





2. Main Cavern

Found Objects: here 35% of the time. A search of the floor turns it up after a half-hour's diligence.

For four hours each midday, the cavern is lit by dim shafts of sunlight poking through cracks in the roof. It is dark at other times. The cavern is 45m long and is about 9m wide. The ceiling is around 11m overhead.

Several openings are visible in the walls, which prove to be side chambers on inspection. In the center of the cavern is a large domelike stone bubble. The floor is littered with bones and random fragments. The walls hold many ledges, easily capable of supporting a full-grown griffin. There are 8 ledges, ranging in height from 2 to 7 meters off the floor.

Any surviving griffins will be hiding successfully on the ledges, waiting to attack from advantage if undiscovered.

3. Nesting Areas

There are four nesting areas in the Griffin Cave.

Area A

Found Object: a 10-minute search reveals a found object here 10% of the time.

This area is a low-ceilinged room lined with straw and animal fur. It is roughly 9×3m in size.

Area B

Found Object: a 10-minute search reveals a found object here 15% of the time.

This area is a low-ceilinged room lined with straw and animal fur. It is roughly 4×6m in size.

Area C

Found Object: a 10-minute search reveals a found object here 15% of the time.

This chamber is unused for a lengthy time. There are a few scraps of fur or straw. It is roughly 6×9m and roughly triangular. Anyone taking the time to search this area will get a very uncomfortable feeling. They will feel the sense of an evil, malignant presence. A successful POW×5 roll will cause the character to feel that the presence is not in the room, but nearby.

Area D

Found Object: a 25-minute search reveals a found object here 45% of the time. There is a 50% chance that any found object here will be in the pool. If it is the satchel of herbs, each herb packet has an 80% chance of being ruined.

There are several piles of fur and straw. There is a small pool in the center. Dimensions are roughly 21×13m. The pool is shallow, no more than 25cm deep. The water is stagnant.



4. Bubble

Found Object: a found object is inside this bubble 30% of the time, except that the sick griffin will never be there.

The object looks like a stone bubble, 7m in diameter and 3m high at the apex. It is a different type than the surrounding volcanic rock, and is almost smooth, but not glossy like glass. A Detect Magic will lead toward the bubble. If it is tapped hard, it sounds hollow. It has 30 armor points—all damage exceeding 30 points will reduce the armor points accordingly. All damage hitting on the same SR is added together vs. the bubble's armor points. However, a successful to-hit roll must be made, or the weapon loses 1D6 armor points in hitting the bubble. Only a smashing weapon such as a mace can harm the bubble. Edged weapons are useless.

Inside the bubble is a corpse. It looks freshly dead, but the armor and clothing are ancient. A successful Human Lore informs the user that no such armor has been worn for a thousand years. The corpse has a curiously-decorated sword, and wears a full suit of brass plate armor designed to fit SIZ 15. There is a curious crescent-shaped wound on the man's forehead. Any found objects will be on his corpse.

Two melee rounds after the hole in the bubble is breached, it will begin to "heal" at the rate of 5 armor points per round, growing back and closing in 6 rounds (if it was reduced to 0). If no one is watching the bubble, a successful Scan is needed to notice the process. Attacks against the bubble from inside are at half normal chances for success (and will be reduced even further if the character cannot see in the dark and has no source of light).

On the corpse are 65 silver coins, worth 1.5 pennies each as silver, and 10 gold coins, worth 38 pennies each as gold. On the corpse's finger is a ring which is magic and will glow red when a sorcerer (defined as an individual possessing a sorcery skill besides Intensify) is within 100 meters. The brazen armor protects for 9 points rather than 8, but weighs the same as normal plate armor, and the broadsword has 14 armor points and does 1D8+3 damage upon impact.

The man died here over a thousand years ago. His armor and weapons are just another example of the skills of the ancients. If he has the satchel of herbs as a found object, they will still be fresh. The corpse was seeking one of the 5 weapons of the elements which were designed to fight the influx of chaos.



5. Young Griffin's Retreat

Found Object: an object is discovered here 45% of the time. A 20-minute search is needed.

This is a large chamber littered with straw and animal furs. It is about 8×12m in size with a 5m ceiling. There is no light here at any time of the day.

There is a ledge 3m above the floor. A single female adult griffin is hiding on it, and will attack the first chance she gets. Any surviving young griffins will be here as well. This adult is in addition to any other griffins indicated for the scenario.

6. Treasure Vault and Pool of Fear

Found Object: a 30-minute search yields a found object 50% of the time.

This room is reached via a steep, short, sloping passage, 5m in diameter. The room itself is kidney shaped. At the north end is a pool. The room appears to be about 9×15m in size. The floor of the room slopes toward the pool. There may be more to the room beyond the cluster of stalagmites at the southern end.

Successful Search rolls spot something glinting in the southern nook, and a trickle of water flowing from a hitherto unseen narrow opening in the west wall.

The water in the pool is fresh and pure. However, there are no griffin tracks leading to it, for they fear something in the place where the water flows from (the west wall opening leading to the Chamber of the Sword).

Hidden in the southern nook, behind a maze of stalagmites, is the griffins' treasure, the treasure consists of 3566 pennies and 17 jewels and jewelry, consisting of:

1. wrought gold bracelet (127 pennies)
2. bronze ring with obsidian stone (42 pennies)
3. necklace made of 18 blue quartz stones (130 pennies)
4. silver ring with inset black pearl (635 pennies)
5. colossal emerald (5000 pennies)
6. small diamonds set in a worthless bronze ring (1000 pennies)
7. huge pink pearl (1000 pennies)
8. badly flawed yellow topaz (6 pennies)
9. two silver earrings (35 pennies each)
10. small dagger with 2 red garnets set in the hilt (104 pennies)
11. leather belt with a silver buckle (64 pennies)
12. golden wristband with intricate ivory and jade inlay (1500 pennies)
13. lump of clear quartz (4 pennies)
14. good-sized aquamarine (600 pennies)
15. gold earring with sapphire (1000 pennies)
16. clear lump of rock crystal (45 pennies)
17. golden bracelet set with three opals (3835 pennies)

The total value of the jewelry comes to 15,162 pennies. In addition, there is a letter of credit written in Zaring. If it is presented at any Sun God temple, it can be redeemed for 3000 pennies. However, it is necessary to convince the temple officials that the presenter did not kill the original bearer of the note. This should be no real problem, since he was actually killed by the griffins. The gamemaster should play the Solar priests as a suspicious bunch, thereby giving the adventurers a chance to panic and run away without getting their money.



7. Chamber of the Sword

Found Object: no found objects are here.

The room at the end of the passage is nearly circular, 3m in diameter. In the center is a 1-meter-diameter hole. The wall is scored and carved with evil chaos marks and runes.

The hole is the entrance of a vertical shaft 100m deep. If a torch is dropped down it, just before it hits bottom, a twinkle is seen.

Anyone trying to climb or to be lowered down the shaft will be attacked by a wraith 40m down. This wraith will suddenly materialize out of the mists in the shaft and attack. It attacks Intelligence, is mindless, has a CON of 50, and 32 magic points. It will battle until the intruder is dead, or it has been reduced to a CON of 0, then vanish. If another intruder comes down, it will re-manifest itself.

The Windsword

Anyone succeeding in getting to the bottom of the shaft will find the Windsword, one of the fabled weapons forged to battle chaos. It is a greatsword forged from white steel and has an unbreakable glass sphere for the pommel.

The glass sphere holds 11 magic points for the use of the wielder. The sword holds matrices for Bladesharp 10 and Shimmer 10. Any time the sword strikes a chaos creature, the creature automatically takes 1D3 Disruption-type damage to the location struck, in addition to any damage the sword does. Also, the glass pommel holds binding enchantments for two sylphs, who obey only the sword's holder. It holds two 8 cubic meter sylphs at the moment.

Sylph One: 8 cubic meters, move 10

STR 70 POW 30 Hit Points: 40

Sylph Two: 8 cubic meters, move 10

STR 70 POW 25 Hit Points: 32

If the sword-bearer decides that he does not want to face up to a particular chaos obstacle and flees, the sword's magic powers no longer function for him. Ever.

If a creature of chaos tries to wield the sword, it automatically fumbles every time it takes a swing.

If chaos is not defined in the universe you are playing in, the sword defines it as orcs, broos, ogres, any worshippers of Megaera or Redeye, anyone knowing the sorcery spell of Tap, and any similar entities as determined by the gamemaster.

Adult Griffins

These statistics are representative of the adult griffins which will defend Griffin Mountain from intruding adventurers. Even a single adult griffin is a fearsome foe for an adventurer to face.

characteristics		attributes	
STR	35	Move: 5/12 flying	
CON	24	Hit Points: 32	
SIZ	40	Fatigue Points: 59	
INT	6	Magic Points: 15	
POW	15	DEX SR: 1	
DEX	23		

weapon	sr	attack	damage
Bite	7	85%	1D6 + 3D6
Claw	10	85%	1D6 + 3D6
Dropped Rock	1	50%	4D6

Note: in melee, a griffin attacks with both claws simultaneously and bites three strike ranks later.

Dodge: 40%

Skills: Scan 110%

Griffin One

attributes	location	melee	missile	points
HP: 32	rh leg	01-02	01	6/9
MP: 15	lh leg	03-04	02	6/9
FP: 59	hind q	05-07	03-07	6/14
	fore q	08-10	08-12	6/14
	r wing	11	13-14	6/9
	l wing	12	15-16	6/9
	rf leg	13-14	17	6/9
	lf leg	15-16	18	6/9
	head	17-20	19-20	6/11

Griffin Two

attributes	location	melee	missile	points
HP: 32	rh leg	01-02	01	6/9
MP: 15	lh leg	03-04	02	6/9
FP: 59	hind q	05-07	03-07	6/14
	fore q	08-10	08-12	6/14
	r wing	11	13-14	6/9
	l wing	12	15-16	6/9
	rf leg	13-14	17	6/9
	lf leg	15-16	18	6/9
	head	17-20	19-20	6/11

Griffin Three

attributes	location	melee	missile	points
HP: 32	rh leg	01-02	01	6/9
MP: 15	lh leg	03-04	02	6/9
FP: 59	hind q	05-07	03-07	6/14
	fore q	08-10	08-12	6/14
	r wing	11	13-14	6/9
	l wing	12	15-16	6/9
	rf leg	13-14	17	6/9
	lf leg	15-16	18	6/9
	head	17-20	19-20	6/11

Griffin Four

attributes	location	melee	missile	points
HP: 32	rh leg	01-02	01	6/9
MP: 15	lh leg	03-04	02	6/9
FP: 59	hind q	05-07	03-07	6/14
	fore q	08-10	08-12	6/14
	r wing	11	13-14	6/9
	l wing	12	15-16	6/9
	rf leg	13-14	17	6/9
	lf leg	15-16	18	6/9
	head	17-20	19-20	6/11

Griffin Five

attributes	location	melee	missile	points
HP: 32	rh leg	01-02	01	6/9
MP: 15	lh leg	03-04	02	6/9
FP: 59	hind q	05-07	03-07	6/14
	fore q	08-10	08-12	6/14
	r wing	11	13-14	6/9
	l wing	12	15-16	6/9
	rf leg	13-14	17	6/9
	lf leg	15-16	18	6/9
	head	17-20	19-20	6/11

Griffin Six

attributes	location	melee	missile	points
HP: 32	rh leg	01-02	01	6/9
MP: 15	lh leg	03-04	02	6/9
FP: 59	hind q	05-07	03-07	6/14
	fore Q	08-10	08-12	6/14
	r wing	11	13-14	6/9
	l wing	12	15-16	6/9
	rf leg	13-14	17	6/9
	lf leg	15-16	18	6/9
	head	17-20	19-20	6/11

Griffin Seven

attributes	location	melee	missile	points
HP: 32	rh leg	01-02	01	6/9
MP: 15	lh leg	03-04	02	6/9
FP: 59	hind q	05-07	03-07	6/14
	fore q	08-10	08-12	6/14
	r wing	11	13-14	6/9
	l wing	12	15-16	6/9
	rf leg	13-14	17	6/9
	lf leg	15-16	18	6/9
	head	17-20	19-20	6/11



Griffin Eight

attributes	location	melee	missile	points
HP: 32	rh leg	01-02	01	6/9
MP: 15	lh leg	03-04	02	6/9
FP: 59	hind q	05-07	03-07	6/14
	fore q	08-10	08-12	6/14
	r wing	11	13-14	6/9
	l wing	12	15-16	6/9
	rf leg	13-14	17	6/9
	lf leg	15-16	18	6/9
	head	17-20	19-20	6/11

Griffin Nine

attributes	location	melee	missile	points
HP: 32	rh leg	01-02	01	6/9
MP: 15	lh leg	03-04	02	6/9
FP: 59	hind q	05-07	03-07	6/14
	fore q	08-10	08-12	6/14
	r wing	11	13-14	6/9
	l wing	12	15-16	6/9
	rf leg	13-14	17	6/9
	lf leg	15-16	18	6/9
	head	17-20	19-20	6/11





Ancient Orc Tomb

Sometime in the unrecorded past, an orc of unusual proportions carved himself an empire in the Wilds. Through some now-forgotten method he commanded slarges to his every wish. When he died the orcs of the Wilds laid to rest their greatest warrior. His crypt was (and still is) well guarded by arcane methods.

As the party of adventurers travels through a deep forest of the Wilds, a Search roll reveals a dim clearing containing a low cairn of very large, dark rocks.

1. The Cairn in the Clearning

The cairn of rocks is roughly 5m in diameter, made of eight large stones set in a ring with a ninth stone set in the middle. The stones are dark, almost black. Trees, all less than a century old, surround the cairn.

The stones are crudely worked. On the center rock is an etching of an orc. In orc writing an inscription says simply, *Gork Trag of Grimmergulch*.

The adventurer of a player making a Scan roll notices some weird marks carved on the four stones sitting at the cardinal points about the cairn. Use of Second Sight or similar spell reveals a Warding 3 spell placed over the mound, using the four rocks as corners. A separate Search roll reveals slight erosion under the center rock. It is impossible to get to the center rock without passing through the Warding.

If the center rock is moved aside (it has a SIZ of 45) a 1-meter-square shaft (made of mortared fieldstone) is revealed which descends straight downward for 14 meters.



Dragon Skeleton

characteristics		attributes	
STR	60	Move:	7
SIZ	52	Magic Points:	21
DEX	14	DEX SR:	3

location	melee	missile	points
r tail	01-02	01	12/0
rh leg	03-04	02	12/0
lh leg	05-06	03	12/0
hind q	07-08	04-08	12/0
fore q	09-10	09-14	12/0
r wing	11-12	15	12/0
l wing	13-14	16	12/0
rf leg	15-16	17	12/0
lf leg	17-18	18	12/0
head	19-20	19-20	12/0

weapon	sr	attack	damage
R Claw	6	70%	1D6+5D6
L Claw	9	70%	1D6+5D6
Breath	3	70%	special *

Note: the dragon can claw twice each round, as well as breathe. The breath attack uses up 1D6 magic points.

The breath attack of this skeletal dragon is different from that of a standard dragon. It breathes an odor of decay. Those hit by the breath attack, which covers an area 3m in diameter up to 10m away, must resist with their magic points vs. the dragon's. Those failing to make the resistance roll age 1D20 years over the next 4 days. If a character is affected twice, he ages 2D20 years over the next 8 days, and so forth. All non-magical items carried by affected characters decay and fall into rust and ruin in 1 to 4 days, depending on the item.



2. Dragon

The shaft descends into a pool of slimy water nearly 2 meters deep, at the narrow end of a long, triangular room. Not counting the shaft up, the room is 19 meters long. It varies from one meter wide at the near end to 6 meters wide at the far end. The room floor slopes upward, away from the shaft. If proper illumination is available, the skeleton of a dragon is visible at the far end of the room. The walls are of mortared fieldstone, as was the shaft.

The ceiling goes from about 7m high at the narrow end to just over 4m high at the far end, where the dragon skeleton lies.

A 10-minute search under the dirt at the far end of the room, where the floor rises out of the water, reveals a trapdoor hidden only a few centimeters beneath the dirt. Opening the trapdoor reveals a 1-meter-square shaft leading downwards 12 meters to area 3. The shaft is, again, made of mortared fieldstone.

Shortly after anybody falls or is lowered into the water, the dragon skeleton stirs and becomes animated.

3. Giant Slarge Skeletons

The trapdoor-shaft descends into another room made of fieldstone, roughly 6m square with a 3m ceiling. In each corner of the room there stands a heavily-armed and armored giant slarge skeleton, waiting to attack. If a character quickly descends into the chamber without first checking it out and succeeding in a Scan roll, the skeleton in the northwest corner (labeled 'A') gets an initial attack with a +20% advantage. The animated skeletons rapidly close on anyone entering the chamber.

A 30-minute search of the room reveals a secret passage, cleverly disguised in the rock wall. The passage is a meter square and a meter up off the ground.

This shaft leads northward out to room 4. The walls here are, once again, made of stone. The east-west section of this secret passage is trapped with three arbalests hidden in the eastern wall. Each crossbow has a 30% chance of going off when the first 3 meters of the corridor (east-west) have been traversed. Each character passing this 3-meter-mark has a chance of hitting equal to the target character's SIZ×5% roll to see if he is struck. The bolt does 3D6+damage, 6D6+2 if it impales.

Giant Slarge Skeletons

These are heavily-armed and armored giant slarge skeletons who rapidly close on anyone entering the chamber.

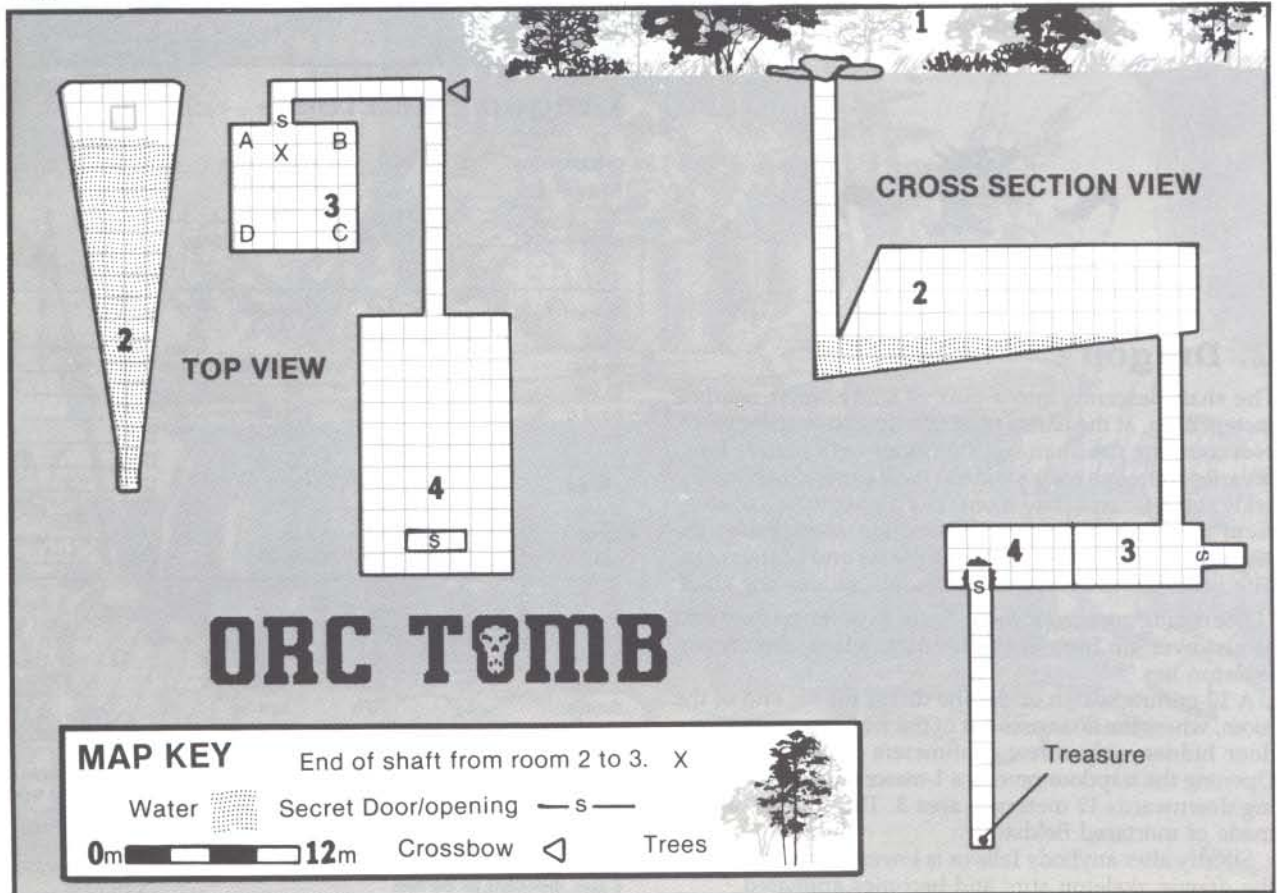
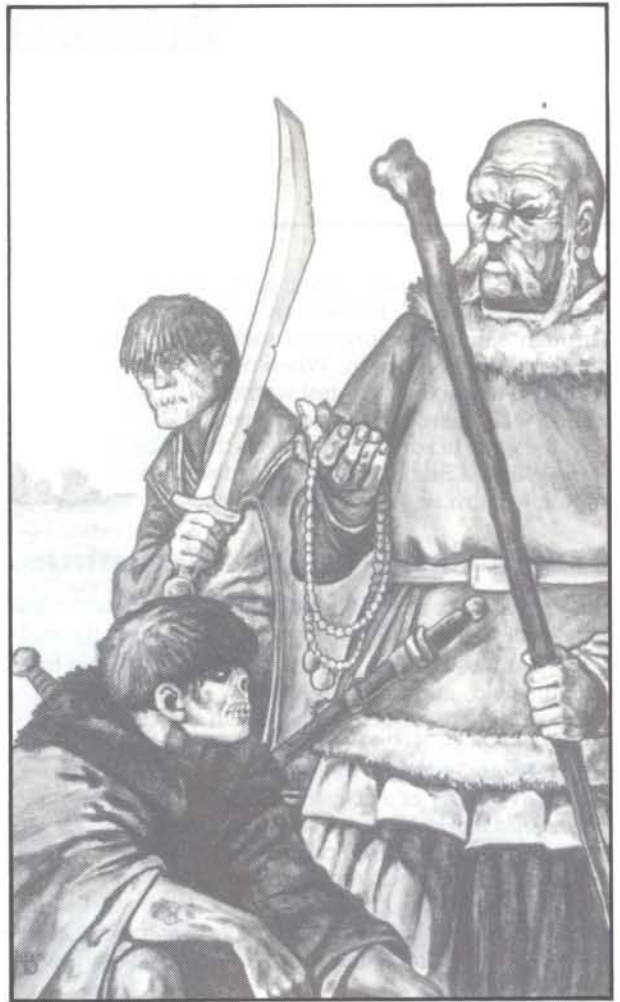
characteristics

STR 18 _____ Move: 3
SIZ 26 _____ Magic Points: 1 _____
DEX 11 _____ DEX SR: 3

attributes

weapon	sr	attack	damage	parry	points
Poleaxe	4	55%	3D6+2D6	55%	10 _____

Notes: the slarges each wear ringmail plus their own stony bones for armor.



Giant Slarge Skeleton One

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	8/0
MP: 1	r leg	03-05	02-04	8/0
FP: —	l leg	06-08	05-07	8/0
Axe: 10	abdomen	09-11	08-11	8/0
	chest	12	12-15	8/0
	r arm	13-15	16-17	8/0
	l arm	16-18	18-19	8/0
	head	19-20	20	8/0

Giant Slarge Skeleton Two

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	8/0
MP: 1	r leg	03-05	02-04	8/0
FP: —	l leg	06-08	05-07	8/0
Axe: 10	abdomen	09-11	08-11	8/0
	chest	12	12-15	8/0
	r arm	13-15	16-17	8/0
	l arm	16-18	18-19	8/0
	head	19-20	20	8/0

Giant Slarge Skeleton Three

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	8/0
MP: 1	r leg	03-05	02-04	8/0
FP: —	l leg	06-08	05-07	8/0
Axe: 10	abdomen	09-11	08-11	8/0
	chest	12	12-15	8/0
	r arm	13-15	16-17	8/0
	l arm	16-18	18-19	8/0
	head	19-20	20	8/0

Giant Slarge Skeleton Four

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	8/0
MP: 1	r leg	03-05	02-04	8/0
FP: —	l leg	06-08	05-07	8/0
Axe: 10	abdomen	09-11	08-11	8/0
	chest	12	12-15	8/0
	r arm	13-15	16-17	8/0
	l arm	16-18	18-19	8/0
	head	19-20	20	8/0



4. Crypt of Gork Trag

This is a large room 7 × 12 meters in dimensions. The ceiling is 3m high, and the walls are made of stone blocks similar to those in the cairn on the surface. A formation of ten armored slargette skeletons stands midway down the room.

Beyond the skeletons is a large stone crypt that is 3m long and 1 wide, made of inky black stone. There are intricate carvings on the stone and writings in Slargetongue that tell of the heroic adventures (to an orc, at least) of the great Gork Trag, Elfbane and Dwarffoe. The coffin lid has a SIZ of 38.

A Search roll reveals runes carved on the coffin's corners similar to those on the four rocks on the surface—they mark the boundaries of a Warding 4 spell which affects anyone touching the coffin.

Slargette Skeletons

These skeletons closely resemble the regular-sized slarge skeletons recently encountered, but they are man-sized rather than huge. It is impossible to tell, without detailed knowledge of slarges, whether these skeletons are from young, normal slarges or from a new species, possibly extinct.

characteristics		attributes			
STR	7	Move:	2		
SIZ	10	Magic Points:	1		
DEX	11	DEX SR:	3		
weapon	sr	attack	damage	parry	points
1H Spear	7	55%	1D8 + 1	55%	10
Buckler	8	—	1D4	55%	8





Slargette Skeleton One

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	1/0
MP: 1	r leg	03-05	02-04	1/0
FP: 0	l leg	03-05	02-04	1/0
Spear: 10	abdomen	09-11	08-11	1/0
Shield: 8	chest	12	12-15	1/0
	r arm	13-15	16-17	1/0
	l arm	16-18	18-19	1/0
	head	19-20	20	1/0

Slargette Skeleton Two

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	1/0
MP: 1	r leg	03-05	02-04	1/0
FP: 0	l leg	06-08	05-07	1/0
Spear: 10	abdomen	09-11	08-11	1/0
Shield: 8	chest	12	12-15	1/0
	r arm	13-15	16-17	1/0
	l arm	16-18	18-19	1/0
	head	19-20	20	1/0

Slargette Skeleton Three

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	1/0
MP: 1	r leg	03-05	02-04	1/0
FP: 0	l leg	06-08	05-07	1/0
Spear: 10	abdomen	09-11	08-11	1/0
Shield: 8	chest	12	12-15	1/0
	r arm	13-15	16-17	1/0
	l arm	16-18	18-19	1/0
	head	19-20	20	1/0

Slargette Skeleton Four

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	1/0
MP: 1	r leg	03-05	02-04	1/0
FP: 0	l leg	06-08	05-07	1/0
Spear: 10	abdomen	09-11	08-11	1/0
Shield: 8	chest	12	12-15	1/0
	r arm	13-15	16-17	1/0
	l arm	16-18	18-19	1/0
	head	19-20	20	1/0

Slargette Skeleton Five

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	1/0
MP: 1	r leg	03-05	02-04	1/0
FP: 0	l leg	06-08	05-07	1/0
Spear: 10	abdomen	09-11	08-11	1/0
Shield: 8	chest	12	12-15	1/0
	r arm	13-15	16-17	1/0
	l arm	16-18	18-19	1/0
	head	19-20	20	1/0

Slargette Skeleton Six

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	1/0
MP: 1	r leg	03-05	02-04	1/0
FP: 0	l leg	06-08	05-07	1/0
Spear: 10	abdomen	09-11	08-11	1/0
Shield: 8	chest	12	12-15	1/0
	r arm	13-15	16-17	1/0
	l arm	16-18	18-19	1/0
	head	19-20	20	1/0

Slargette Skeleton Seven

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	1/0
MP: 1	r leg	03-05	02-04	1/0
FP: 0	l leg	06-08	05-07	1/0
Spear: 10	abdomen	09-11	08-11	1/0
Shield: 8	chest	12	12-15	1/0
	r arm	13-15	16-17	1/0
	l arm	16-18	18-19	1/0
	head	19-20	20	1/0

Slargette Skeleton Eight

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	1/0
MP: 1	r leg	03-05	02-04	1/0
FP: 0	l leg	06-08	05-07	1/0
Spear: 10	abdomen	09-11	08-11	1/0
Shield: 8	chest	12	12-15	1/0
	r arm	13-15	16-17	1/0
	l arm	16-18	18-19	1/0
	head	19-20	20	1/0

Slargette Skeleton Nine

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	1/0
MP: 1	r leg	03-05	02-04	1/0
FP: 0	l leg	06-08	05-07	1/0
Spear: 10	abdomen	09-11	08-11	1/0
Shield: 8	chest	12	12-15	1/0
	r arm	13-15	16-17	1/0
	l arm	16-18	18-19	1/0
	head	19-20	20	1/0

Slargette Skeleton Ten

attributes	location	melee	missile	points
HP: 0	tail	01-02	01	1/0
MP: 1	r leg	03-05	02-04	1/0
FP: 0	l leg	06-08	05-07	1/0
Spear: 10	abdomen	09-11	08-11	1/0
Shield: 8	chest	12	12-15	1/0
	r arm	13-15	16-17	1/0
	l arm	16-18	18-19	1/0
	head	19-20	20	1/0

5. Inside the Coffin

Once the coffin is open, a cursory look reveals the mummified form of a gigantic black orc, SIZ 25, dressed in plate armor and buried with a solid stone battle axe. (Don't worry, gang, this one is really dead . . . for now.)

A 10-minute search of the coffin reveals a false bottom. If the corpse is removed and the bottom hammered out of the coffin, a 1 meter square shaft will be revealed, descending into the blackness. The walls of the shaft are of smooth, almost shiny stone. No handholds are possible. The only real means of descent is by means of a rope. The shaft is 12m deep.

When a character has descended 3m down the shaft, he sets off a trap which swings a sharpened blade across the shaft at a level of 1.5 meters below the level of the floor. The fall does 3D6 damage to one hit location.

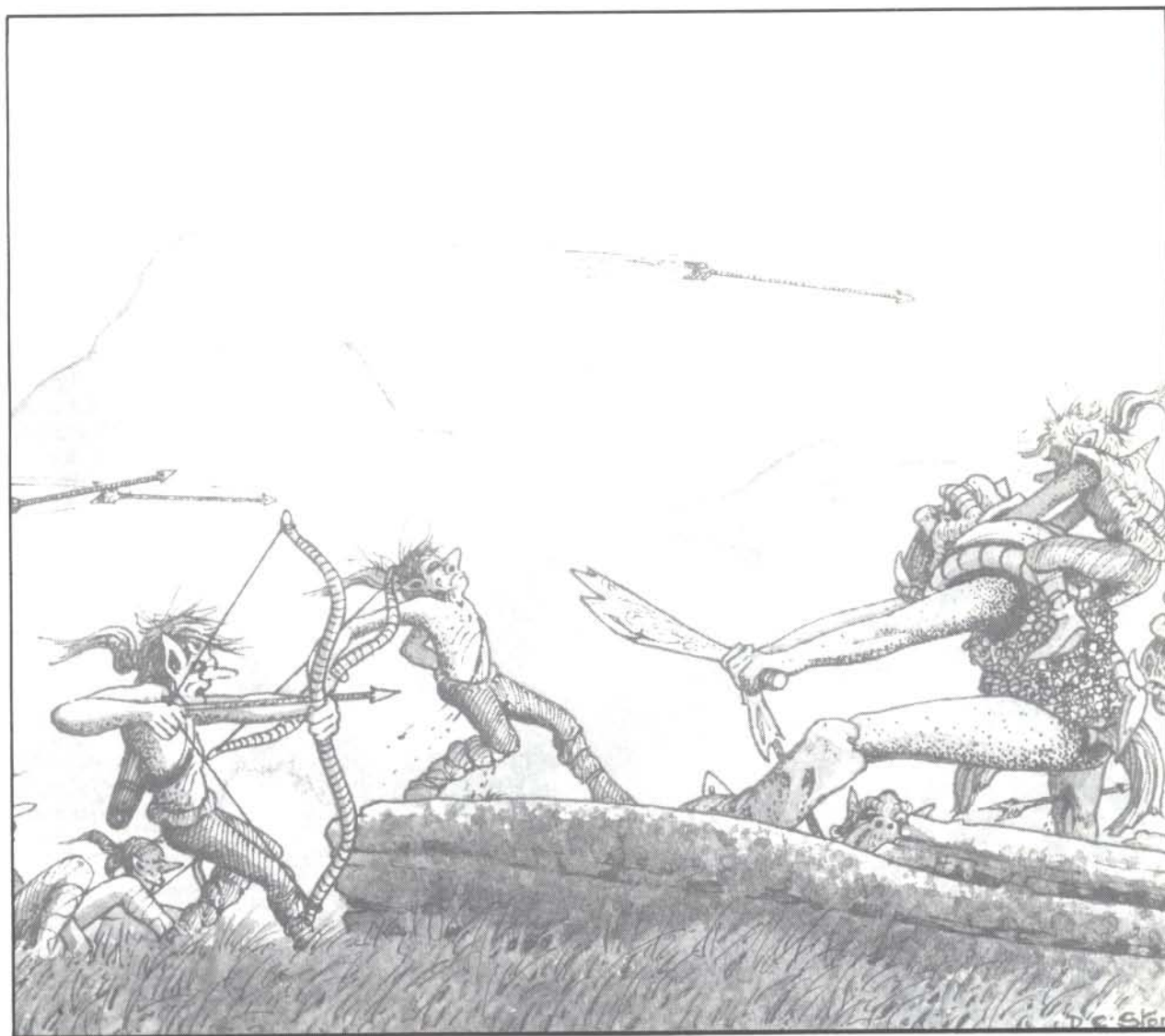
Guarding the treasure at the bottom of the shaft is a mindless ghost, with a POW of 20. If it succeeds in possessing a victim, it proceeds to strip off any gauntlets or gloves worn and then bites off its own (the host's) thumbs, chewing them thoroughly and swallowing them to prevent their being reattached via healing spells. This can definitely put a damper on the host's future combat abilities (not to mention climbing back up that rope). The ghost then abandons his victim and waits for another.

At the bottom of the shaft, in a locked chest, is the following: 7632 pennies, 499 gold coins (worth 12 pennies

each), a silver ring worth 35 pennies, a sapphire worth 324 pennies, an amethyst on a gold chain worth 924 pennies, and a bracelet worth 120 pennies. There is also a power spirit binding enchantment set into a ring, which currently holds a POW 8 spirit; plus a heavy crossbow holding a Speedart matrix—this matrix is special in that the casting of its spell is always a success, but the spell may only be cast on the bolts shot from the crossbow. Finally, there is a bastard sword holding a Bladesharp 2 matrix—the casting of its spell is always a success, but it may only be cast on this sword.

Gork Trag's Vengeance

Old Gork Trag kept himself covered, in case of grave robbers. Via his own Divine Intervention, Gork Trag can return from the dead. However, he does not return to true life, but instead becomes a living mummy. If his body has not been destroyed, the activation takes 1D10 turns, after which he returns to semi-life and attacks those who would rob his tomb. If the body has been mutilated or burned, it takes 1D8 days for him to reform and reknit the mummified fragments or ashes to full power. Once he is in one piece, he unerringly tracks the grave robbers. In addition, the orc god summons an orc war party to the site of the tomb, and they too track down the thieves relentlessly. (Besides being a religious duty, they get to keep the loot.)



Mummy of Gork Trag

The mummy of a gigantic black orc dressed in plate armor and bearing a solid stone battle axe.



characteristics		attributes	
STR	44	Move:	2
CON	30	Hit Points:	28
SIZ	25	Fatigue Points:	74 - 40 = 34
INT	16	Magic Points:	23
DEX	10	DEX SR:	3
APP	0		

location	melee	missile	points
tail	01-02	01	13/8
r leg	03-05	02-04	13/10
l leg	06-08	05-07	13/10
abdomen	09-11	08-11	13/10
chest	12	12-15	13/12
r arm	13-15	16-17	13/8
l arm	16-18	18-19	13/8
head	19-20	20	13/10

weapon	sr	attack	damage	parry	points
1H Stone Axe	4	94%	3D6+3D6	87%	10
Heavy Mace	5	86%	1D10+3D6	71%	10
Fist	6	90%	1D3+3D6	—	—

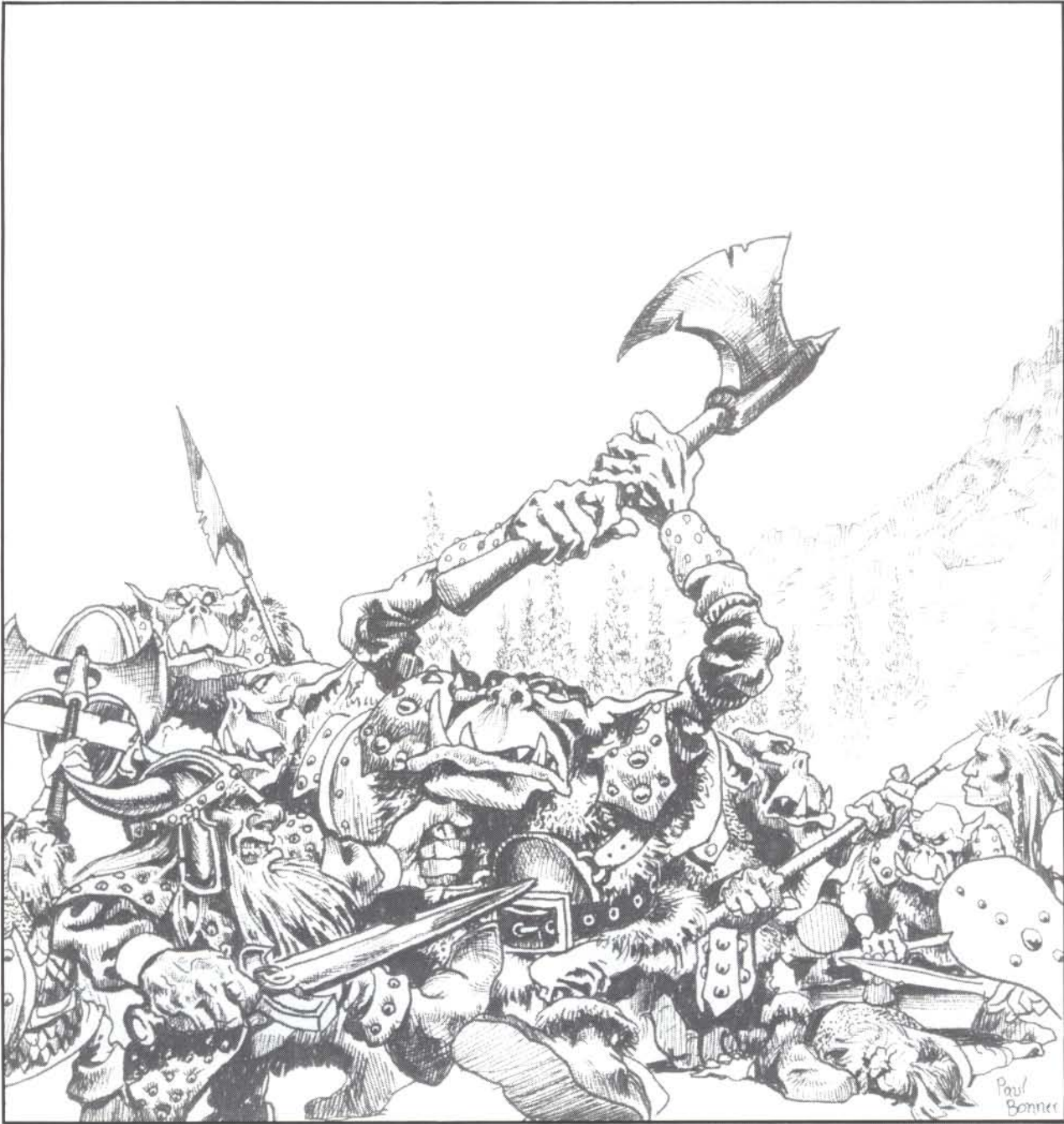
Divine Magic (60%): Command Shade, Dismiss Magic 2, Fear, Mindlink, Shield 2

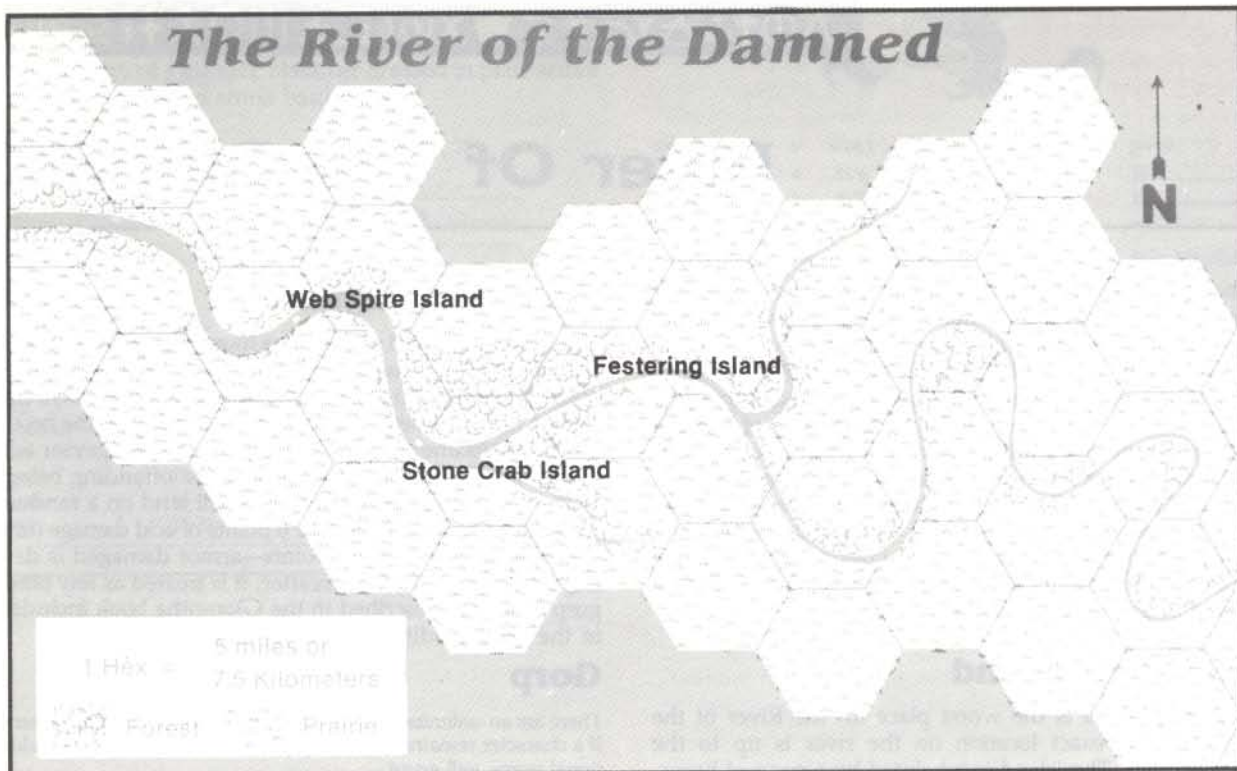
Skills: Sneak 85%

Languages: Orctongue 90%, Zaring 50%

Notes: When Gork Trag appears, he is always accompanied by a shade called from the orc god's entourage.

Shade: 4 cubic meters
STR 15 POW 18
Hit Points: 24





Festering Island Lagoon

The lagoon is a foul-smelling pool of stagnant water which opens downstream into the river. Except when there is a very strong wind (or when the monstrous inhabitant is active) the water surface shows no signs of movement.

The lagoon is heavily polluted by several sources. The broos throw all filth, excrement, and garbage into it. The creature in the lagoon makes an awful mess when it eats, burrows, or excretes. Worst of all, there is an awful "hole-in-the-world" in the bottom of the lagoon, a weak spot in the fabric of the cosmos, which allows things from some other dimension to penetrate. As these things do not belong to this universe, they corrupt and destroy the normal order. The entire atmosphere of Festering Island and the River of the Damned is due to this hole. The hole has no serious effects in normal play, but the creature in the lagoon is one of those things which has crawled through the hole.

The native broos have made an arrangement with the creature. It does not molest the broos, and the broos cast all their tasty organic refuse into the lagoon for the monster's enjoyment.

Lagoon Monster

characteristics

STR 16 _____
CON 15 _____
SIZ 31 _____
INT 14 _____
POW 15 _____
DEX 14 _____
APP 0 _____

attributes

Move: 2 _____
Hit Points: 23 _____
Fatigue Points: 31 _____
Magic Points: 15 _____
DEX SR: 3 _____

location	1D20	points
tentacle 1	01	3/6 _____
tentacle 2	02	3/6 _____
tentacle 3	03	3/6 _____
tentacle 4	04	3/6 _____
tentacle 5	05	3/6 _____
tentacle 6	06	3/6 _____
tentacle 7	07	3/6 _____
lower body	08-13	4/10 _____
upper body	14-18	4/10 _____
head	19-20	6/8 _____

weapon	sr	attack	damage
Tentacle	6	60%	2D6 + grapple
Bite	1	65%	4D6

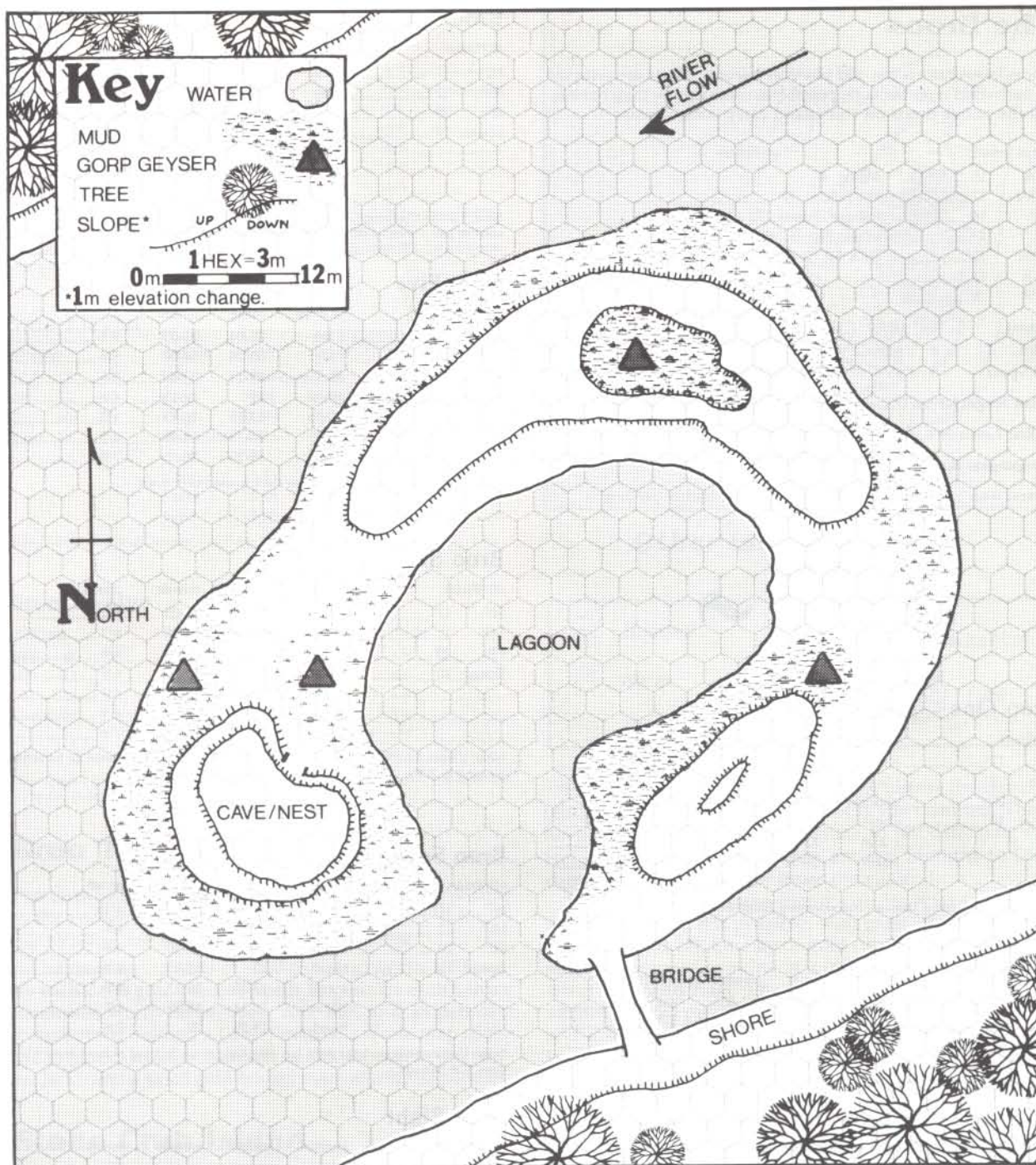
Notes: the monster gets 7 simultaneous tentacle attacks each round on SR 6, followed by a bite attack on SR 9.

The monster will not raise its head above the surface of the lagoon, so it can only bite those opponents who have been pulled underwater.

Anyone hit by a tentacle not only takes damage, but is grabbed and pulled toward the water on the following round. To avoid being pulled under, he must overcome the monster's STR with his own, or else the tentacle must be severed (that is, a total of 12 points of damage must be done to it). If a tentacle is parried, it will grab the parrying weapon or shield.

The creature will grab at anyone moving within 3m of the lagoon, except for the broos. Unless the being under attack is aware of the existence of the monster, he will be surprised and unable to parry or dodge.



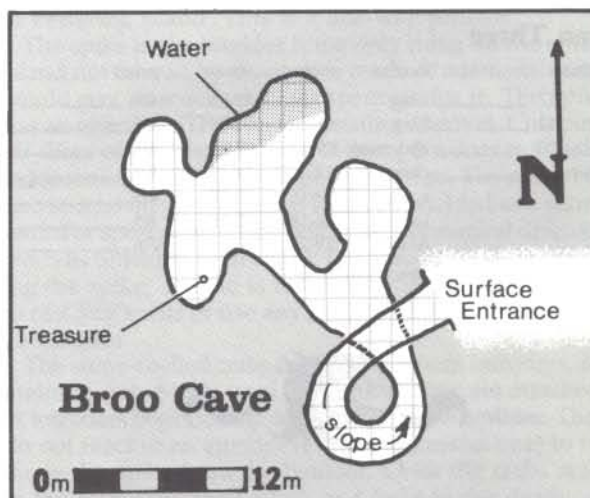


Broos of Festering Island

A small gang of broos lives on Festering Island. The number varies, but rarely are there over two dozen or fewer than a half-dozen.

The broos know the island well. They will stay out of the mud while trying to lure intruders within the range of the gorp geysers and the monster in the lagoon. They may wade into the lagoon, hoping to trick the characters into chasing them and being ambushed by the monster.

The broos live in a small cave in the southwest corner of the island. There is a 50% chance that all broos will be inside the cave and fail to notice intruders. Otherwise, most of the broos will be inside, but 1D3 will be outside performing some activity—roasting an elf for food, engaging in bestial acts with a live deer, or rubbing dung into their spearpoints.



The Broos

These broos have some odd physical features. These are just part of the hybrid broo heritage, possibly accentuated by their habitat. All the native broos on this island carry some disease.

characteristics		attributes	
STR	15	Move:	4
CON	17	Hit Points:	17
SIZ	16	Fatigue Points:	32 - 12 = 20
INT	13	Magic Points:	12
POW	12	DEX SR:	3
DEX	11		
APP	6		

weapon	sr	attack	damage	parry	points
Butt	8	60%	1D6+1D4	—	—
2H Spear	5	45%	1D10+1+1D4	45%	10

Spirit Magic (48%): Disruption, Heal 1, Ironhand 2, Protection 2

Skills: Listen 50%, Scan 50%, Track 70%

Languages: Broo 32%

Notes: wear ragged homemade cuirbouilli and leather padding.



Broo One

attributes		location	melee	missile	points
HP:	17	r leg	01-04	01-03	8/6
MP:	12	l leg	05-08	04-06	8/6
FP:	20	abdomen	09-11	07-10	8/6
Spear:	10	chest	12	11-15	8/8
		r arm	13-15	16-17	8/5
		l arm	16-18	18-19	8/5
		head	19-20	20	11/6

Note: Carries Wasting Disease; has extremely tough (+4 point) skin.

Broo Two

attributes		location	melee	missile	points
HP:	17	r leg	01-04	01-03	4/6
MP:	12	l leg	05-08	04-06	4/3
FP:	20	abdomen	09-11	07-10	4/8
Spear:	10	chest	12	11-15	4/5
		r arm	13-15	16-17	4/5
		l arm	16-18	18-19	4/2
		head	19-20	20	7/6

Note: Carries Wasting Disease; has shrivelled left side.

Broo Three

attributes		location	melee	missile	points
HP:	17	r leg	01-04	01-03	4/6
MP:	12	l leg	05-08	04-06	4/6
FP:	20	abdomen	09-11	07-10	4/6
Spear:	10	chest	12	11-15	4/8
		r arm	13-15	16-17	4/5
		l arm	16-18	18-19	4/5
		head	19-20	20	7/6

Note: Carries Soul Waste; drools excessively.



Broo Four

attributes		location	melee	missile	points
HP:	17	r leg	01-04	01-03	4/6
MP:	12	l leg	05-08	04-06	4/6
FP:	20	abdomen	09-11	07-10	4/6
Spear:	10	chest	12	11-15	4/8
		r arm	13-15	16-17	4/5
		l arm	16-18	18-19	4/5
		head	19-20	20	22/6

Note: Carries Creeping Chills; has incredibly huge convoluted horns, which can be used to parry with at 80%, but do normal damage.

Broo Five

attributes	location	melee	missile	points
HP: 17	r leg	01-04	01-03	9/6
MP: 12	l leg	05-08	04-06	9/6
FP: 20	abdomen	09-11	07-10	9/6
Spear: 10	chest	12	11-15	4/8
	r arm	13-15	16-17	4/5
	l arm	16-18	18-19	4/5
	head	19-20	20	7/6

Note: Carries Wasting Disease; has thick scales below waist.

Broo Six

attributes		location	melee	missile	points
HP:	17	r leg	01-04	01-03	4/2
MP:	12	l leg	05-08	04-06	4/2
FP:	20	abdomen	09-11	07-10	4/6
Spear:	10	chest	12	11-15	4/8
		r arm	13-15	16-17	4/9
		l arm	16-18	18-19	4/9
		head	19-20	20	7/6

Note: Carries Soul Waste; has huge arms and tiny legs—damage bonus for hand-held weapon is 2D6.

Broo Seven

attributes		location	melee	missile	points
HP:	17	r leg	01-04	01-03	4/18
MP:	12	l leg	05-08	04-06	4/6
FP:	20	abdomen	09-11	07-10	4/6
Spear:	10	chest	12	11-15	4/8
		r arm	13-15	16-17	4/5
		l arm	16-18	18-19	4/5
		head	19-20	20	7/6

Note: Carries Shakes; huge right leg. Has Kick attack (instead of head butt) which does 3D6 damage.

Broo Eight

attributes		location	melee	missile	points
HP:	17	r leg	01-04	01-03	4/6
MP:	12	l leg	05-08	04-06	4/6
FP:	20	abdomen	09-11	07-10	5/12
Spear:	10	chest	12	11-15	4/10
		r arm	13-15	16-17	4/5
		l arm	16-18	18-19	4/5
		head	19-20	20	7/6

Note: Carries Shakes; incredibly fat.

Broo Nine

attributes		location	melee	missile	points
HP:	17	r leg	01-04	01-03	4/6
MP:	12	l leg	05-08	04-06	4/6
FP:	20	abdomen	09-11	07-10	4/6
Spear:	10	chest	12	11-15	4/8
		r arm	13-15	16-17	4/5
		l arm	16-18	18-19	4/5
		head	19-20	20	7/6

Note: Carries Creeping Chills; has no horns nor any head butt attack.

Broo Ten

attributes	location	melee	missile	points
HP: 17	r leg	01-03	01-02	4/6
MP: 12	l leg	04-06	03-04	4/6
FP: 20	abdomen	07-09	05-07	4/6
Spear: 10	chest	10	08-11	4/8
	rl arm	11-12	12-13	4/5
	ll arm	13-14	14-15	4/5
	ru arm	15-16	16-17	4/5
	lu arm	17-18	18-19	4/5
	head	19-20	20	7/6

Note: Carries Brain Fever; has four arms, and fights with two 2H spears simultaneously.

Broo Eleven

attributes	location	melee	missile	points
HP: 17	r leg	01-03	01-02	4/6
MP: 12	c leg	04-06	03-04	4/6
FP: 20	l leg	07-09	05-06	4/6
Spear: 10	abdomen	10-11	07-10	4/6
	chest	12	11-15	4/8
	r arm	13-15	16-17	4/5
	l arm	16-18	18-19	4/5
	head	19-20	20	7/6

Note: Carries Wasting Disease; has three legs.

Broo Twelve

attributes	location	melee	missile	points
HP: 17	r leg	01-04	01-03	4/6
MP: 12	l leg	05-08	04-06	4/6
FP: 20	abdomen	09-11	07-10	4/6
Spear: 10	chest	12-13	11-15	4/8
	arm	14-18	16-18	4/5
	head	19-20	19-20	7/6

Note: Carries Shakes; has only one arm, growing from center of chest, and must use 1H spear, doing 1D6+1 damage.

Broo Treasure

The broo treasure is kept in a pile of filth and nasty stuff in the corner of the cave. Characters searching through the treasure are exposed to Wasting Disease.

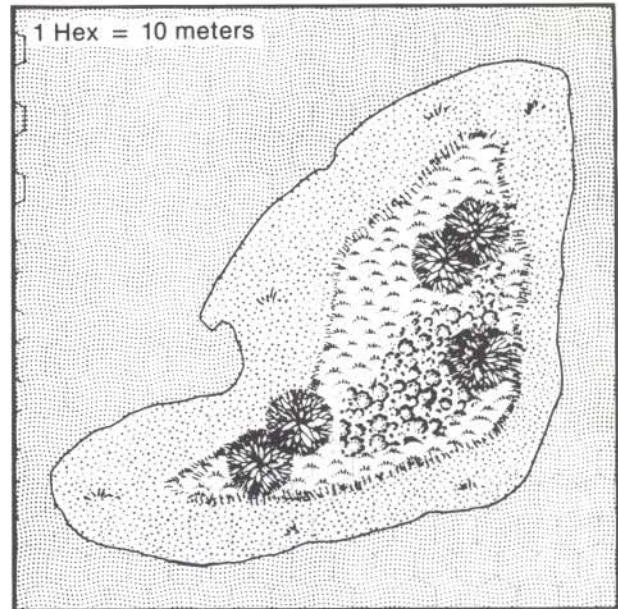
The treasure consists of 3460 coppers (worth 1/10 penny each); 608 gold pieces (worth 12 pennies each); three diamonds worth respectively 600, 349, and 48 pennies; a black stone holding a Glue 1 matrix; a crude map of the Wilds (not to scale, but should have information the players lack); and a small gold-bound mace worth 750 pennies.

Stone Crab Island

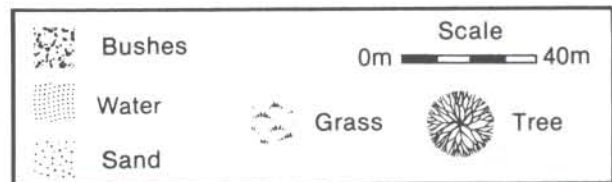
This island is a low mound of sand 50 meters across, reaching a maximum height of 10 meters. At the center of the island is a large boulder made of solid gold. Imbedded in the boulder is a shiny metallic spike.

Standing about the island are three statues of giant crabs, all facing away from the boulder. A Second Sight or similar spell will reveal that the crabs are alive, though immobile, and that the entire island is magical, with the exception of the spike. The spike, in fact, appears perfectly black to Mystic Vision, Soul Sight, and Second Sight, as though it were (what a paradox!) "magically" non-magical.

The sand of the island is painful to the touch. Each five minutes causes 1 point of damage to hit locations in contact with the sand. This damage penetrates armor, clothing, and even magical defenses. Even if the sand is carried in a bag outside of one's armor, the hit locations next to the bag are gradually eaten away through the intervening material.



Other Island No. One



The three crabs are not really statues, but are living crabs tainted by the seepage of the River of the Damned. They have stone shells, and are immune to the damaging effect of the island's sand. They are also immune to Disrupt spells. They cannot leave their island.

The gold boulder at the island's center is far too heavy to move, though it is possible, with great effort, to gouge pieces of gold off. One kg of gold can be gouged out for every hour spent working at it (remember the damaging effect the sand has). There is an effectively unlimited amount of gold present. This gold is also tainted by chaos, and loses purity as it is moved away from Festering Island (not Stone Crab Island). As it is transported away, veins of quartz begin to appear and eventually it turns entirely to quartz. For every 10 km the gold is moved away, it becomes 10% more quartz, until when it is moved 100 km away, it is entirely quartz. The quartz does not turn back into gold when brought back into the vicinity of Festering Island. This is a one-way process.

The spike in the boulder is the only thing on the entire island not tainted by chaos. It is made of adamant; some would pay as much as 10,000 pennies for it. The spike has an effective STR of 75 for resisting removal. Chipping off slices of the boulder around the spike does not assist in loosening it, though it appears to do so. The spike has two special magical abilities. It can be wielded as a short-sword or spearpoint which will ignore all magical defenses (such as Shield or Protection). In addition, anyone touching the spike, or who is touched by it, becomes unable to cast any spells or use any magical abilities for the next 15 minutes.

The stone-shelled crabs completely ignore intruders, remaining statue-like, until and unless they are attacked, or intruders begin to chip off the gold of the boulder. They do not react to an attempt (even a successful one) to remove the spike from the boulder. Once the crabs react to the intruders, they attack and fight to the death.

Giant Stone-Shelled Crabs

These crabs have stone shells and are immune to the damaging effect of the island's sand. They are also immune to Disrupt spells. They cannot leave their island.

characteristics		attributes	
STR	35	Move:	3
CON	20	Hit Points:	33
SIZ	35	Fatigue Points:	55
INT	2	Magic Points:	12
POW	12	DEX SR:	4
DEX	6		

weapon	sr	attack	damage
Claw	7	50%	1D10 + 3D6

Note: the crab can attack with both claws, 3 SR apart.

Stone-Shell Crab Two

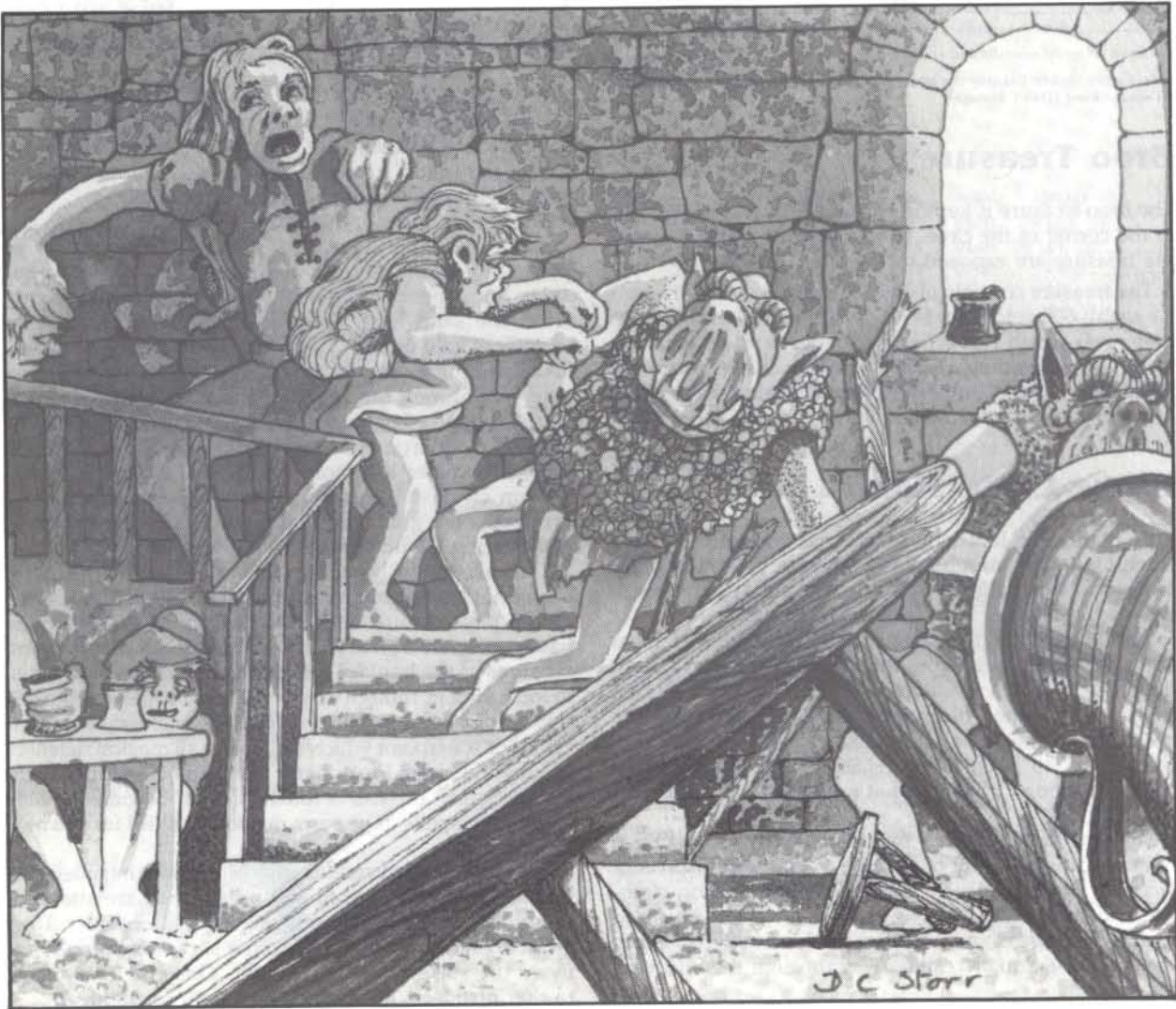
attributes	location	1D20	points
HP: 33	rr leg	01	24/6
MP: 12	lr leg	02	24/6
FP: 55	rh leg	03	24/6
	lh leg	04	24/6
	hind body	05-08	24/14
	rc leg	09	24/6
	lc leg	10	24/6
	rf leg	11	24/6
	lf leg	12	24/6
	r claw	13-14	24/11
	l claw	15-16	24/11
	fore body	17-20	24/14

Stone-Shell Crab One

attributes	location	1D20	points
HP: 33	rr leg	01	24/6
MP: 12	lr leg	02	24/6
FP: 55	rh leg	03	24/6
	lh leg	04	24/6
	hind body	05-08	24/14
	rc leg	09	24/6
	lc leg	10	24/6
	rf leg	11	24/6
	lf leg	12	24/6
	r claw	13-14	24/11
	l claw	15-16	24/11
	fore body	17-20	24/14

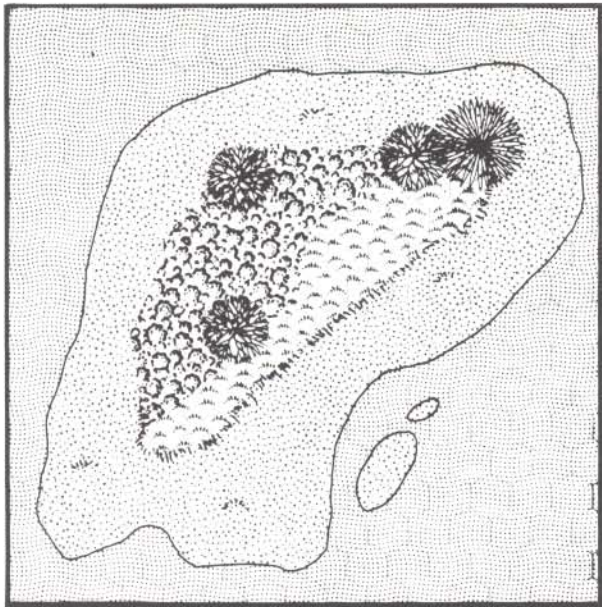
Stone-Shell Crab Three

attributes	location	1D20	points
HP: 33	rr leg	01	24/6
MP: 12	lr leg	02	24/6
FP: 55	rh leg	03	24/6
	lh leg	04	24/6
	hind body	05-08	24/14
	rc leg	09	24/6
	lc leg	10	24/6
	rf leg	11	24/6
	lf leg	12	24/6
	r claw	13-14	24/11
	l claw	15-16	24/11
	fore body	17-20	24/14

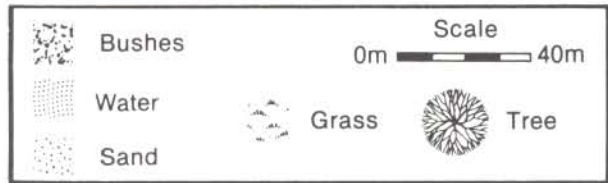


Web Spire Island

Web Spire Island is a tall grey rock sticking out of the River of the Damned. Its summit is 45 meters (150 feet) above the water's surface. Extending from the top of the spire across the river to some trees on the southern shore is a huge, sticky spiderweb. The web extends down to the water's surface.



Other Island No. Two



Various objects are caught in the web. These range from normal insects (too small to be noticed by the colossal spiders which built the web) to floating logs or even an occasional baby plesiosaur.

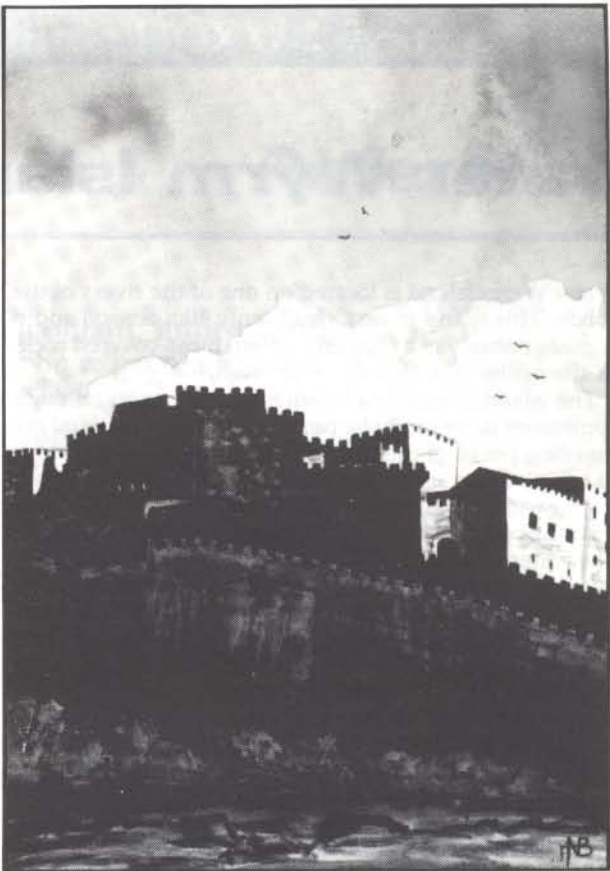
The web is built and inhabited by two giant spiders, their bodies nearly 4m long each. These spiders attack anyone who disturbs their webs unless the invader is obviously too large for them to threaten. They ignore beings that do not enter their webs or climb to their nest.

At the top of the spire is the spider's nest, which is defended with the spiders' lives. In the nest is a huge egg sack and a treasure consisting of a complete suit of plate armor (built for a SIZ 14 man), a complete suit of chain-mail (built for a SIZ 5 dwarf), and a plate breastplate (built for a SIZ 10 woman). The two suits still hold the husks of their former owners.

Although the island rests in the midst of the River of the Damned, its inhabitants are not tainted by chaos. In fact, they avoid touching the water like the plague.

Giant Spiders

The bodies of each of these two giant spiders are nearly 4m long. They attack anyone who disturbs their webs unless the invader is obviously too large for them to threaten. They ignore beings that do not enter their webs or climb to their nest.



characteristics		attributes	
STR	37	Move:2/4 in web	
CON	13	Hit Points: 25	
SIZ	37	Fatigue Points: 50	
INT	8	Magic Points: 13	
POW	13	DEX SR: 2	
DEX	16		

weapon	sr	attack	damage
Bite	8	60%	1D6+4D6+POT 25 poison
Webbing	5	80%	special *

Notes: the spider can attack twice a round, first with webbing, followed by the bite. The web attack acts as STR 13 glue smeared over the character. The victim cannot act until he has overcome the web's STR with his own. The spider can spray more web over a character, adding cumulatively to its STR.

Giant Spider One

attributes	location	melee	missile	points
HP: 25	rr leg	01	01	6/5
MP: 13	lr leg	02	02	6/5
FP: 50	rh leg	03	03	6/5
	lh leg	04	04	6/5
	abdomen	05-08	05-11	6/11
	rc leg	09-10	12	6/5
	lc leg	11-12	13	6/5
	rf leg	13-14	14	6/5
	lf leg	15-16	15	6/5
	head	17-20	16-20	6/9

Giant Spider Two

attributes	location	melee	missile	points
HP: 25	rr leg	01	01	6/5
MP: 13	lr leg	02	02	6/5
FP: 50	rh leg	03	03	6/5
	lh leg	04	04	6/5
	abdomen	05-08	05-11	6/11
	rc leg	09-10	12	6/5
	lc leg	11-12	13	6/5
	rf leg	13-14	14	6/5
	lf leg	15-16	15	6/5
	head	17-20	16-20	6/9

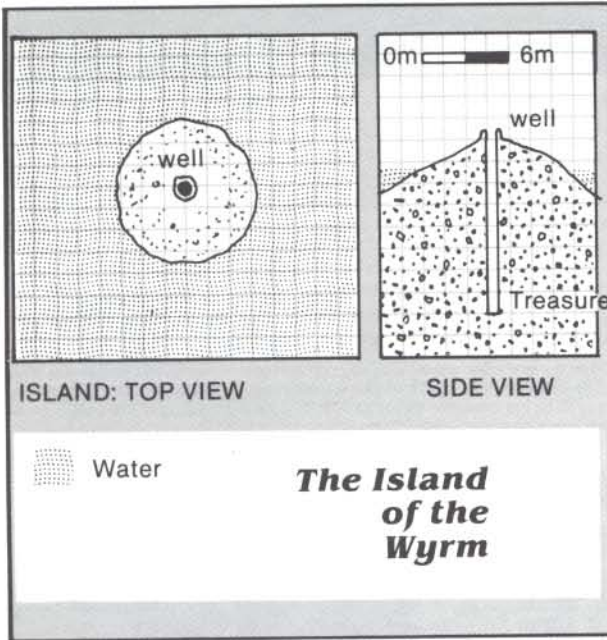


Water Wyrms Island

Water Wyrms island is located on one of the rivers of the Wilds. This island is very small (only 10m across) and it is made entirely of a slippery, green, moss-covered rock. In the center is a 15m-deep dry well.

The island is guarded by three water wyrms, though sometimes more might be present. Around the island are breeding pools for the wyrms. Any wyrms present attack to kill intruders approaching the shore of the river or sailing to within 1 kilometer of the island.

At the bottom of the well is the water wyrms' treasure. The water wyrms have no particular use for the treasure, but they keep it because they feel it increases the value of their sacred island. The treasure consists of 2400 copper coins worth 1/10 penny each, 2760 pennies, and 244 gold coins worth 12 pennies each. In addition, there are a pair of gold and gem earrings worth 508 pennies and a sapphire worth 140 pennies. There is also a piece of magic rock which is capable of storing spells as an Intellect spirit — it has the capacity for 10 points of magic.



Also guarding the island is a huge undine. It does not molest water wyrms, but attacks others.

Undine: 10 cubic meters
STR 78 _____
POW 32 _____
Hit Points: 100 _____

Water Wyrms

characteristics		attributes	
STR	30 _____	Move:	2/8 water
CON	20 _____	Hit Points:	25 _____
SIZ	30 _____	Fatigue Points:	50 _____
INT	10 _____	Magic Points:	15 _____
POW	15 _____	DEX SR:	4
DEX	3 _____		

weapon	sr	attack	damage
Bite	7	60%	1D10+3D6

Spirit Magic (75%): Disrupt, Heal 1, Protection 8

Divine Magic (100%): Absorption 1, Command Undine, Dismiss Magic 2

Water Wyrms One

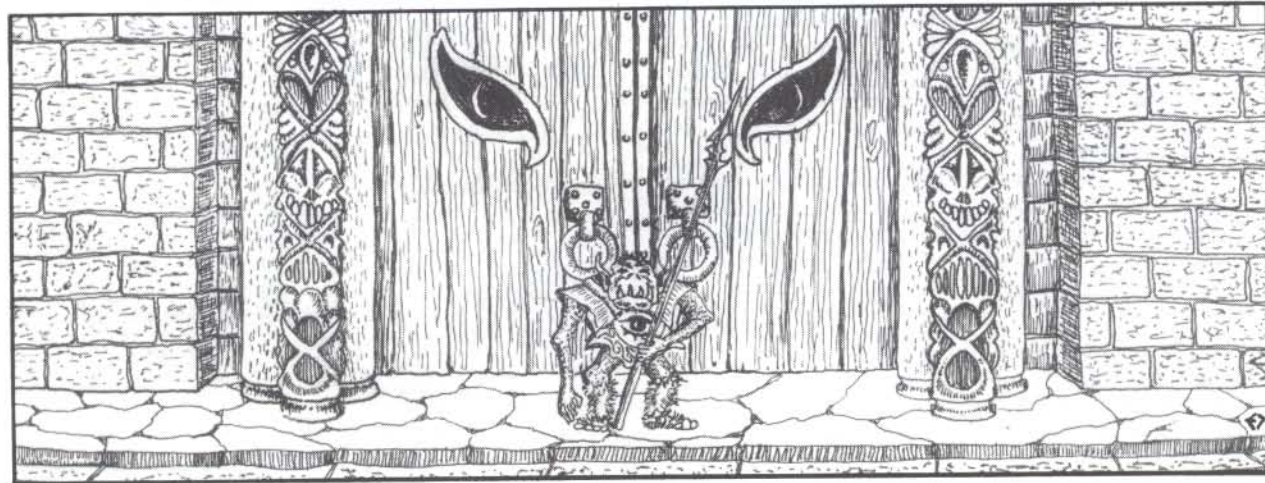
attributes	location	1D20	points
HP: 25 _____	tail	01-06	9/9 _____
MP: 15 _____	body	07-14	9/11 _____
FP: 50 _____	head	15-20	9/9 _____

Water Wyrms Two

attributes	location	1D20	points
HP: 25 _____	tail	01-06	9/9 _____
MP: 15 _____	body	07-14	9/11 _____
FP: 50 _____	head	15-20	9/9 _____

Water Wyrms Three

attributes	location	1D20	points
HP: 25 _____	tail	01-06	9/9 _____
MP: 15 _____	body	07-14	9/11 _____
FP: 50 _____	head	15-20	9/9 _____





Reference

The following hand-outs contain information which player characters can be expected to learn as they discover Griffin Island. You may photocopy these for your players, or remove them along the perforated line. Follow the advice on the GAMEMASTER NOTE attached to each hand-out, and then cut this note off before you hand the relevant hand-out to the players. The idea is that these hand-outs should form the basis of the 'common knowledge' the players' characters will uncover as they explore the island.

Note that the hand-outs for the Citadels of Soldier Port, Nidik, Surlt and Ockless occupy four pages. Some of the smaller hand-outs come as front and back of half a page - cut along the dotted lines to separate them.

Finally, you also have a GM's Log included, which you can use to record the stats of player characters and important NPCs for fast reference.

GAMEMASTER NOTE

Give this item to the players if they inquire about the Griffin Island hunters in Soldier Port or in any of the citadels. In any event, they would learn this after spending a month or two on the island.

This item is presented from the point of view of a city-dwelling, island native.



The Hunters

The hunters of Griffin Island call themselves Votanki after their god, and are a primitive and kindly people. They are stubbornly committed to their traditional way of life, to their own detriment. They avoid all modern conveniences and shun all gods except Hilme, whom they equate with their own sun spirit.

Material Culture

Housing: The tribesmen have two types of huts. One is of leather, and can be packed and folded and carried on a one-dog travois. They use it all spring, summer, and autumn. The second is made of sticks and mud, like the pig herders' huts, and is used only in wintertime.

Clothing: All Votanki clothing is made from leather, fur, feathers, or other animal products. They refuse to use cloth except for ritual costumes which are worn only during special ceremonies.

They are less picky with ornamentation. Gold and silver are popular additions to their native shell, bone, and precious stone jewelry.

Food: They eat anything they can get their hands on. They boast about their great hunters, but sometimes they eat nothing but seeds, roots, and grubs gathered by old women. The men usually eat the best part of their kill out in the fields, and the women and children do the same with their berries and fruits.

Attitudes: The Votanki are simple and safe as long as you don't cross them. They do not like visitors to get involved with their women. They don't like to trade.

Hunters are cowards. They avoid wars and battles, except in their clan lairs. They are often so fearful that they run away rather than answer us, even when we hail them with peaceful words from a distance.

Tools: They use only stone, woods, and animal parts. They call metal a dwarf trick. They boil food in holes in the ground, or leather basins full of water into which they drop hot rocks. They do not use baked clay goods or metal tools.

Animals: They hate pigs, thank goodness for us. They love their dogs. They think horses are a joke made by the sun god to amuse them.

Morals: They are honest to a fault and will die defending their word if they give it. They never steal from us. But they are stingy with food.

Magic Items: They know a way to make griffin wishbones into power storage devices. They pray to it and their magic points go in, and then later they can draw them out when they want it to power a spell. They can make them but never tell us how, and they can sell or give them away. The bones are useful, but they are so bulky that no one carries too many.

They also all carry their magic charms in little bags, called medicine bundles. The more magic they have the bigger the bag is. Some of the kings and queens among them carry huge bags, dragged along by dogs and slaves.



character name		player name	nation / cult and status	languages (30% +)		
Characteristics						
STR	CON	SIZ	INT	POW	DEX	APP
Attributes						
Total HP	Total EP	DEX SRM	Average Armor	Best Weapon Attack %	Shield Parry %	
Spell Points						
Spells Slightly		Dilute		Stored MP		
Skills Percentiles						
Dodge		Listen		Scan Search		

Chondylacton Inc.

CLASSIFICATION STRATEGY

Campaign	Game Date
1	1/1/1990
2	1/1/1990
3	1/1/1990
4	1/1/1990
5	1/1/1990
6	1/1/1990
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40% of the food, and winter when they gather only about 15% of it. They also care for orphans and whelps.

Special Grandmother Sky Skill

Treat Disease

Knowledge 05%

Treat Disease is a knowledge skill with a 05% base chance. Successful use of this skill doubles a victim's chance for success at his next recovery CON roll. Victims of acute, serious, or terminal diseases must be tended constantly to get this bonus. Victims of mild diseases need only be tended for one day per week. A critical roll indicates that the victim's chances to recover are tripled. Special results mean nothing. A fumble indicates that the victim's disease progresses to the next stage (i.e., acute becomes serious or serious becomes terminal—a terminal victim dies).

Votank

ANCESTRAL HERO AND HUNTER-GOD

Votank, the son of Grandmother Sky, was beloved of many different women and founded a widespread batch of sons. Ancient accounts say there were 25, but only ten are now known. Each is credited as founder of one of the clans. The entire island was once named Votank—a name which lasted until the coming of Zar, and which is still used by some more traditional natives.

Votank is an eponymous ancestor who defined the community and social order. He is the hero who taught men to use the javelin and atlatl in hunting. Before Votank, the people say, they used nothing but sticks and stones.

Most tribal men worship him, and some are even initiated in special women's rites, but they are not allowed into the sacred male-only festivals. Any native Votanki wishing to worship Votank is automatically initiated. No outsider can ever be initiated.

The tribal shamans also worship Votank, and their fetches are either in the form of game animals or of dogs.

Initiates and shamans of Votank can sacrifice for the divine spells of Command (prey animal) or Sureshot. Shamans gain these spells reusably. They can gain no other divine magic, though they do receive normal Divine Intervention.

Zutchko

DOG-FATHER

The loyal dog is an old friend of the hunters. Zutchko approached the mighty hunter Votank once and said he'd rather be a loyal servant than food. The two became brothers and dogs have helped the Votanki ever since.

Both men and woman worship Zutchko. His special ceremony occurs at mid-summer (summer is sometimes

called Dog Season in Zarland), and is attended by both young people and dogs.

During the ceremony, the spirit of Zutchko appears after worshipers sing a magic song. Everyone present speaks one language for a while, though whether it is dog-speech or people-speech no one can recall. The dog-spirit appears at every clan-meet across Zarland at this time, and each clan knows that the true Zutchko visits them, and that the others are mere servants.

To belong to this cult, one must promise to treat his own dogs as brothers (i.e. feed and heal them), to never harm a domestic dog without provocation, and to attend the ceremonies every year. At the ceremony the worshipers must each provide some meat to feed the spirit visiting them. After the ceremony the participants eat the remainder of the sacrifice.

Members of this cult can sacrifice for the divine magic spell of Command Dog. They are good at raising and training dogs, possibly because of the once-a-year conversation they have with their animals.

No shamans are dedicated to Zutchko. Instead, Votanki shamans who worship Zutchko hold services for this spirit. Such shamans can gain Command Dog reusably.



Foreign Gods

The foreign gods of Griffin Island include Hilme, Aeolus, Megaera, and Redeye.

Aeolus

GOD OF STORM AND WAR

The cult of Aeolus was introduced about a century ago by foreigners. Both outsiders and many residents of Soldier Port and Surlt, worship him now. Soldier Port has a Major Temple ruled by High Priest Torath Manover.

The cult of Aeolus follows the standard *RuneQuest* cult format.

Skills: Jump, Primary Weapon Attack, Shield Parry, Speak Own Language

Divine Magic: Berserk, Cloud Call, Lightning, Shield, Thunderbolt, Truespear, Truesword

Spirit Magic: Bladesharp, Demoralize, Disruption, Mobility, Protection, Strength



Hilme

SUN AND KING GOD

Hilme's worship was introduced four centuries ago by the national hero Zar, for whom the land was named. He founded the noble families which have, ever since, provided heirs for the citadels of the land.

Worship of Hilme is generally restricted to nobles and citadel dwellers, though occasional Zaring hunters also join it to gain the noble status implied by the religion.

This religion follows the normal *RuneQuest* cult format.

Taklong Woodheart is the High Priest and overseer of the temple in Ockless. Sylvanthi Brighteyes is the next ranking priest, with a residence in Nidik, but also overseeing the shrines sometimes set up in Soldier Port and Surlt.

Skills: Orate, Evaluate, First Aid, Scan

Divine Magic: Awaken Hawk, Cloud Clear, Command Hawk, Resurrect, Shield, Sunspear

Spirit Magic: Detect Enemy, Demoralize, Farsee, Glamour, Light, Lightwall, Mindspeech

Awaken Hawk

1 point

ritual (ceremony), stackable, one-use

When properly performed, the chosen hawk's soul is enlightened, and its INT changed from a fixed INT of 3 to a normal INT of 3D6. If four points of Awaken Hawk are stacked together in the casting, the hawk is also placed in a lifelong Mindlink with a chosen initiate or priest.

Resurrect

3 points

ritual (ceremony), nonstackable, one-use

The Resurrection spell used by the Hilme cult follows the normal *RuneQuest* rules, but is only one-use.

Redeye

PATRON OF SLAVERY

Redeye worship originated among the orcs. Any full-blood orc can worship this being, and his worshipers normally paint his emblem (a staring crimson eye) on the front of their helmets. A few of the human inhabitants of Ockless have been converted to the worship of Redeye. Redeye promotes and encourages slavery, and is sometimes called the God of Slavery.

Orcs practice sorcery. They claim that their god taught the rudiments of sorcery to the great orc kings of the distant past and the legacy has been handed on since then.

Initiation into the cult is necessary to learn sorcery. Initiation reputedly includes utter debasement of the initiate. Sacrifice is reportedly of intelligent beings, and always includes gruesome dismemberment and prolonged death.



Nonhuman Gods

The nonhumans worship their own deities and are loath to share their secrets with anyone not of their race. Thus most of their rites and practices are secret.

Elf Goddess

WATCHER OF THE WOODS

The elves worship a goddess they call "Brightness and Shadow" who changes shape, being either benevolent or malevolent according to her inner feelings. Her desires are apparent through the weather. Good weather, as is common in summertime, shows she is friendly and happy. Bad weather, as in winter or the fierce summer storms, indicates her displeasure.

Any elf can join her cult automatically by sacrificing a point of POW. Non-elves may never join.

Initiates are always dedicated to one of her aspects. Those who worship the Light follow a religion which is a combination of the standard *RuneQuest* Earth, Sun, and Ruling Deities. Those who worship the Dark follow a cult which is a combination of the standard *RuneQuest* Moon, Night, and Underworld deities, but also get the divine spell of Shield.

Dwarf God

RULER OF THE EARTH

The dwarf god is a stern and unyielding figure, called "Ruler of the Earth" by his followers. He is fierce and hard, jealous of his wealth, and protective of his followers.

Initiates follow a secret religion whose rites are held deep underground, unseen by foreign eyes. All dwarfs are automatically initiated into his cult. It follows the typical *RuneQuest* format.

Skills: Conceal, Devise, Listen, Primary Weapon Attack

Divine Magic: Absorption, Berserk, Command Gnome, Create Ghost, Heal Body, Restore Constitution, Restore Strength, Shield, True Axe, Truehammer

Spirit Magic: none—dwarfs use sorcery instead.





Slarge Deities

The subhuman slarges worship dark, unnamed forces which seem incapable of providing any divine spells, but which command a variety of spell spirits including some unknown outside of Slarge worship. Little else is known, though rumors abound of terrible hecatombs of humans, elves, and orcs.





Citadel of Surlt

Surlt was the eldest of the three children of Zar. After a quarrel with his brothers he agreed that the two citadels built by their father should be assigned by casting lots. The knucklebones were thrown and the western citadel was his. On the whole, Surlt has had a peaceful, almost eventless history. Were it not for the constant internecine rivalry between the tribes, the citadel would have no real history at all. It has been a generation since the last full-scale war, known as the Nobody-Won-War, fought with Nidik.

Several years ago Yalaring seized control of Surlt after a personal insult was cast at him by the ruling king. King Yalaring came from a hunting clan. The previous dynasty, the Gadaringers, had reigned for 200 years.

The most notable event of recent history was King Yalaring's "no-pigs" edict in which the king forced all the pig tenders to leave the confines of the citadel walls. He erected a stockade outside to house them. He was nauseated by the smelly, confined domestic animals, but realized that as the staple of the community they were needed.

Yalaring heartily approves of outsiders, and set up the "universal temple" inside the lower bailey, slyly realizing the importance of letting these foreigners and their advanced technology into his area of control, and incidentally keeping them from King Skilfil of Nidik.

Lately the king has been approached by some elves of the Wilds. They seek aid in their squabble with the dwarfs. Nothing has been agreed upon yet, but an occasional group of elves is found in Surlt.

Prominent Persons

The following individuals are prominent within the Surlt community. They are likely to interact with the adventurers.

King Yalaring Monsterslayer

Yalaring is king of Surlt by right of conquest. He now commands what his predecessor lacked: the love and respect of his subjects and retainers. He is a former Great Hunter and son of a clan chief. His 36-year-long history is colorful and adventurous, including expeditions into the Elder Wilds and raids on Ockless and Nidik. In the Wilds he earned his title "Monsterslayer" by single-handedly killing a plesiosaur, four slarge warriors, and a 10-foot-tall broo in three separate encounters. He misses the adventuring life, but his duties to the citadel and his love for his family keep him at home.

Yalaring is a rustic, though king for almost ten years, and is still given to hunter prejudices exemplified by the "No Pigs" edict. The king has strong likes and dislikes. He hates the orcish empire. It was only by great tolerance that he allowed Rhegus Whitehair into Surlt. He is not greatly enamored of the Hilme cult, to the consternation of the Hilme priests surviving Yalaring's conquest. He strongly favors Votanki hunters and goes out of his way to ensure the comfort of master hunters. He tolerates captured Nidikan tribesfolk, but resents Ockless raiders, usually dealing harshly with them.

Queen Vania

The wife of Surlt's king is a worthy warrior in her own right. In battle, she is often at his side. She is an athletic, healthy woman whose attractiveness is measured more in dynamism than fragile beauty. King Yalaring has had no need for concubines. She is the mother of Yalaring's three living children, thirteen-year old Yalvann, the heir apparent, and two young daughters, Melisseria and the baby Gan-Gan.

Eucleia Stormfollower

She is an ambitious woman whose goal is to become the first Aeolus high priestess in Zarland. She is an acknowledged illegitimate daughter of King Skilfil Hearthpiercer, lord of Nidik. However, her choice to break with Zaring tradition and join an outland cult severed her family ties.

The Master Hunters

Each year, the most renowned hunter of Zarland is invited to live in Surlt and have his own special residence. The office holder changes from year to year, usually on a friendly basis. These master hunters tend to be aloof and mysterious while in the citadel, and do not associate with non-hunters.

Djimm Mith

Djimm is the son of the caravan entrepreneur operating in this area and currently operates one of the two lodging houses in Surlt, the Stuck Pic. He is a gaunt young man around 22 years old. Djimm favors outlanders in his dealings, dislikes non-humans, and hates Rhegus Whitehair, against whom he is currently waging stiff competition. The Stuck Pig is also the local base of operations for Joh Mith and his caravan. Djimm acts as his father's agent, and is the local buyer of goods.

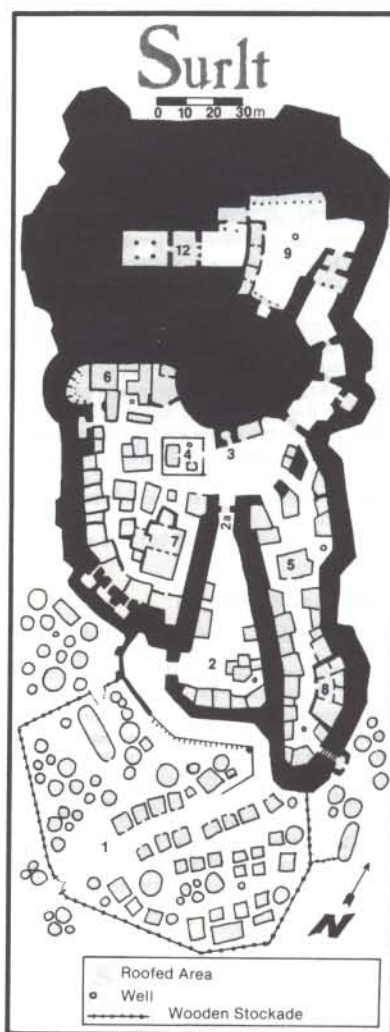
Rhegus Whitehair

Rhegus is the proprietor of the Red Bear lodge. He is a large man and has a distinctive shock of pure white hair. He is young, and strangely enough, his hair was not white when he first arrived in Surlt. Rhegus is not popular with the locals. They are wary of his connection with the orcish empire, and fear that the rumors about him dealing with demons may be true. All Ockless clansmen who travel through Surlt are advised to stay at his inn.

Points and Places

1) The Pens

This derisive term is given to the area outside the cyclopean walls of the citadel to which the king



GAMEMASTER NOTE

This is what the players learn if they spend at least a week in Surlt.

banished the swineherds and their stock. The encampment is surrounded by a high wooden palisade. It is not easily defensible, and in case of war, the swineherds would seek shelter within the citadel. The dwellings here are constructed of earth packed around a wooden framework.

2) The Outer Court

The buildings here are recent. Several craftsmen have regular shops here, including a butcher, a lampmaker, and most recently a brewer.

2a) The Griffin Gate

Over the gateway sits a massive triangular lintel with a pair of bas-relief regal griffins carved upon it. They stare outwards, guardians of the city (or thus they would stare had an unnamed thief or vandal in Surlt's past refrained from stealing the golden heads from the carvings). The gate can be sealed with a pair of massive wooden valves.

3) The Hero Shrine of Surlt

This rude structure is hardly more than pile of rocks with a hollow interior and is the shrine dedicated to the hero-founder of the city. The Surlites believe he protects them from harm and makes their pigs fat. Inside the shrine the carving shows Surlt over a conquered griffin. Legends persist that Surlt himself died upon a distant mountain, and that he is not buried beneath this shrine. The priests claim otherwise.

4) The Hall of the Master Hunter

This is the permanent residence of the "greatest hunter of Zarland." It is always ready for him if he desires to dwell here. This status is decided either by popular acclaim or hunting contests judged by King Yalaring and the priests of Hilme and Votanki. Terms of the contest are simple—no armor may be worn and only javelins or darts used as weapons. The person bringing in the largest prey animal (carnivores count for double SIZ) wins. The hunt is held once a year. Many Master Hunters do not care for the confines of the citadel and prefer to live in the wilds.

The compound consists of a walled enclosure with a wooden gate, a pen for the master's dogs, and a small dwelling, rustic but comfortably equipped. A well sits in the enclosure and the small building has two floors and a cellar. The building comfortably (by Zaring standards) sleeps the master's entire retinue. Cult gatherings requiring the attendance of more than a few people are not held here, but in a nearby camp.

5) Red Bear Lodge

A freshly painted sign of a large scarlet-bear rampant swings in the breeze outside this inn, one of two in the citadel. The Red Bear is run by Rhegus Whitehair. His inn is patronized mainly by traveling Ockless natives, a few aficionadados, and the overflow from the Stuck Pig. The inn itself is cleaner and better-stocked than its competitor, but this is due mainly to lack of customers. The inn has a commons room on the main floor with sleeping quarters upstairs and a small cellar for food and drink. The merchants' trade goods are kept in the building southwest of the inn. There are always two guards at the storehouse.

6) The Stuck Pig Lodging House and Tavern

This is one of the lodging houses in Surlt. It is run by Djimm Mith, who uses both the large building and the several smaller buildings surrounding it. The large building has two floors and a cellar.

7) Temple to All Gods

Yalaring recently made this building accessible to all visiting priests. Usually Eucleia Storm-follower, priestess of Aeolus, resides in one of the rooms. Only worship of Redeye and demons is not allowed.

8) Yalaring's Stables

Here the king keeps his rare and valuable riding and war mounts. A patrol of citadel warriors always stands guard here.

9) Warriors Plaza

This court is so named because it is adjacent to the barracks of the citadel warriors. This is a combination outdoor audience hall and sport arena for combat (both mock and otherwise). It is grassy and flat. This is also the place where the priests and king Yalaring adjudge the "greatest hunter of Zarland" after the yearly hunt.

10) The King's Tower

This tall lookout tower also contains the royal storerooms which contain the treasures of the kingdom: bundles of griffin fur, teeth, and feathers; many power-storage bones; other fur and horns; some gold and silver; and even a few jewels. At least one contingent of the citadel warriors is always on guard.

12) The Throne Room

The megaron, or throne room complex, is one of the consistent design features of Zaring architecture. The room with the open roof is the throne room where sit Yalaring and Vania to lord over their people.

13) The North Tower

This tall tower is visible from miles away. The fortification is self-sufficient and may be sealed off from the rest of the palace. It contains enough food to feed a score of men for a month. The former king tried to hold up in this, but was surprised when Yalaring and his wife silently scaled the wall one stormy night.

Stuck Pig Inn

Ambience: Subdued friendliness.

Overseer: Djimm Mith.

Workers: Wife, three hired servants of Djimm.

Regular Patrons: wealthy shop owners, some citadel guards, and hunters.

Favored Drink: Seven-hour Wine, a special potent drink made from three types of local berries according to a formula known only to Djimm and Jo Mith.

Hostelry Prices: Normal for local, but only 75% normal for foreigners, except visitors from Ockless, who are charged double.

Djimm Mith

Innkeeper of the Stuck Pig

Met At: Surlt, Stuck Pig Inn.

Description: a hollow-cheeked young man with a friendly but distant smile. He always carries a towel over one arm or shoulder.

Information

Aigounous Windsword: "For a while my father owned a map supposedly made by somebody of that name. I have no idea what became of it."

Dwarfs: "I'll tell you the truth. Dwarfs are simply humans that live underground and have thus changed physically a bit. They act mysterious, but the only secret they have is that of metalworking, which orcs and outside humans can do just as well."

Elves: "Elves are humans that stick to the woods and have picked up bow use from the orcs. Their religion forces them to be vegetarians, so the only real use they have for their bows is for fighting."

Griffins: "A lot of people say that one particular bone of a griffin is magical. I'll tell you the truth. Stories like that are told about large dangerous local animals on every continent and on every island of the world. They're never true."

Griffin Mountain: "This is a rather peculiar geological formation—a big mountain in the middle of a plains. All sorts of rumors have grown up about it, naturally, because it is in the middle of the North Island and so is inaccessible to study. I'm sure it's just an ordinary mountain."

Magic: "The natives seem to get a few powers from their local spirits and gods. Seems that the most dangerous magic on the island, though, belongs to the sorcerers of Soldier Port and Ockless. It's a pity the island is so magic-poor."

Nidik: "The people here have picked up metal-working from the dwarfs. More power to them, is what I say. I've heard people say that there are giant hawks here that they ride as well. I'll tell you the truth. I saw one of them from a distance once, and I don't think they're hawks at all. They're just ordinary griffins. Heavens knows how they tamed them."

Northern Island: "Just a wilderness. All the Votanki tell long boring stories about how dangerous it is there and how many monsters live there. The truth is that it is a good hunting ground, pretty much like Zarland. The hunters just don't want outsiders and citadel-dwellers to travel there and disturb the good hunting. The Votanki go there all the time, but they won't admit it."

Ockless: "Sorcerers aren't any good anyplace, and the sorcerer that rules here isn't any good either. He's a puppet figure for the orcs, who rule from their mountains further west. It's the worst place on the island by far."

Orcs: "Cruel humans that have adapted to mountain-dwelling. They must have been quite civilized once a long time ago, because they possess sorcery and metal tools. But now they are depraved and worthless."

Past History: "I'll tell you the truth. You can't believe anything anyone tells you about the past history of the island. They are all out to prove their own particular theory of how everything got started."

Self: "I'm an educated man from the mainland."

Slarges: "Votanki swear that these are huge intelligent lizard-men that eat people. I don't doubt that some sort of large reptile can be found in North Island, because I've bought a few hides myself. But if the creatures those hides belonged to were intelligent, I'll eat my hat. They were just ordinary lizards or long-legged crocodiles."

Red Bear Lodge

Ambience: boisterous, low-life revelry.

Overseer: Rhegus White-hair.

Workers: seven local women plus one huge brawler as a bouncer.

Regular Patrons: pig keepers, visitors from Ockless, poorer foreigners.

Favored Drink: Knockout, a concoction made by Rhegus from chewed beetles spat into whatever fruit juice is available each week.

Hostelry Prices: Normal, but Knockout is a cheap drink, and foreigners are offered room rates which are only 50% of normal.

Rhegus White-Hair

Innkeep of Red Bear Inn

Met At: Surlt.

Description: a surprising shock of bright wiry white hair sticks out from his head, despite obvious efforts to wet it down. His mouth always smiles, but his eyes never do.

Information

Aigonus Windsword: "Some old-time warrior. I live in the present, not the past."

Dwarfs: "Surly things that can't appreciate good food and liquor. If you're interested in them, you'd better walk to Nidik."

Elves: "Tricky bastards. Right now they're trying to fool King Yalaring into allying with them

against Ockless. All they want is for Yalaring's brave warriors to die. The elves know that there's no way to beat Ockless in battle and I wish Yalaring would realize that, too, but there you are."

Griffins: "If you can get me an intact griffin carcass, I'll pay you well."

Griffin Mountain: "A famous landmark. The orcs once had a huge fortress there, and I suppose the ruins still exist under the surface."

Magic: "I fear the best magic is all done by that rascal Halcyon var Enkorth in Ockless. It's a pity, but there you are."

Nidik: "Dwarfs run this place behind a figurehead king. They don't even care enough about it to finish rebuilding the citadel. It's a pity."

Northern Island: "The place is almost completely unexplored, so far as I know."

Ockless: "Ockless does all right. The orcs are certainly ugly customers, but Halcyon, for all his flaws, keeps them well in line. The humans survive admirably, and are picking up some useful ideas from the orcs, such as brewing, farming, and metal. So it has its good points and bad points, like everywhere else. I say the people that live there are just as happy and healthy as the people in the other citadels. Ockless is maligned unjustly, but there you are."

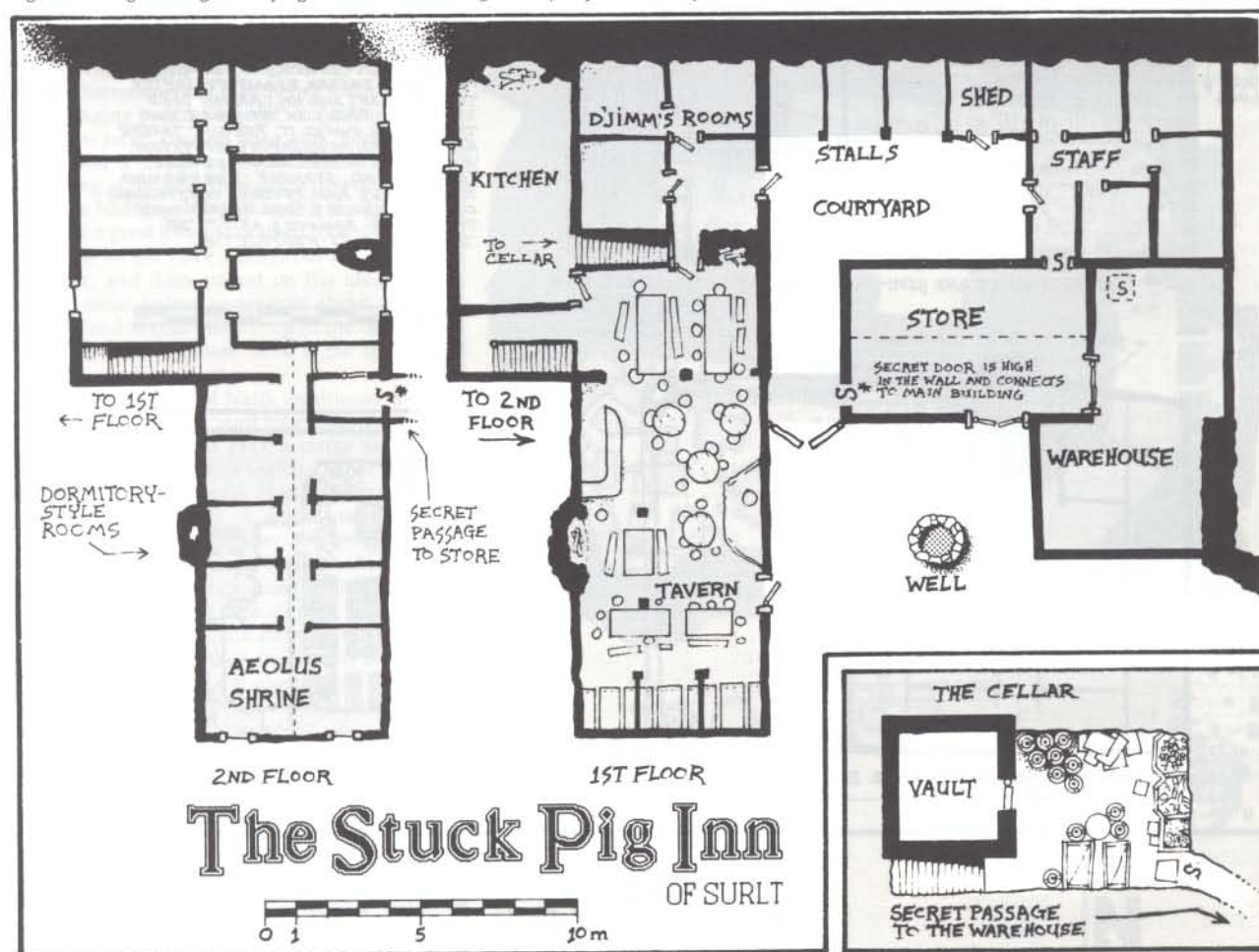
Orcs: "They can be nasty, but a cruel human can outdo an orc any day of the month. The wild orcs up in the hills are dangerous to meet, but the tame ones in Ockless are safe."

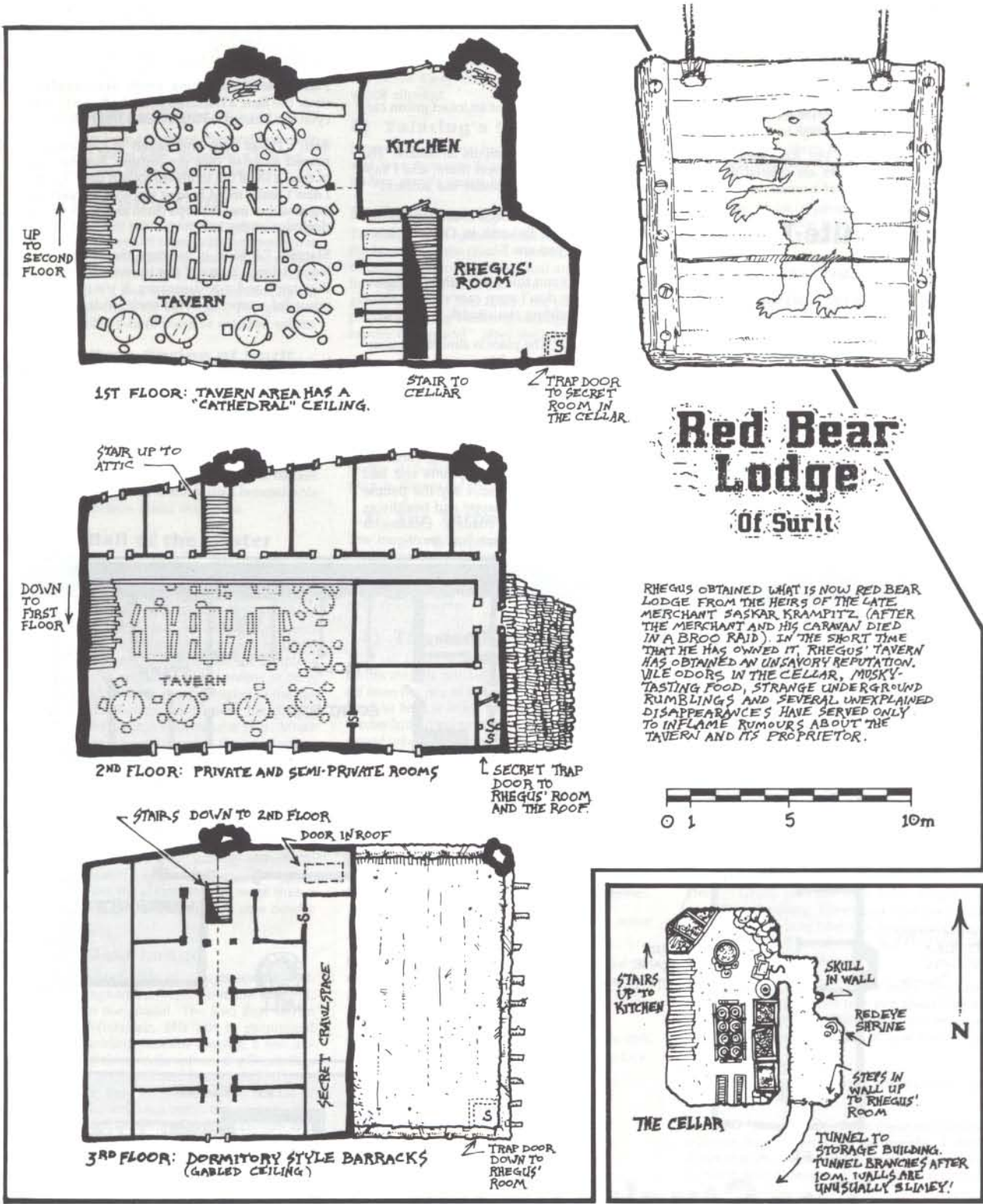
Past History: "Nothing much has happened since the time a hundred years back when Halcyon var Enkorth saved Ockless from the orcs."

Self: "I was born and raised in Ockless and moved away to seek my fortune. Just because of that, a lot of the locals tell foolish tales. I guess I don't really mind having the wild hunters being afraid of me. It keeps them and their smelly dogs out of my bar."

Slarges: "A kind of creature that lives in the North Island. Some of the hunters tell me that they tame and ride dinosaurs. If it's true, it's a powerful reason to avoid their lands."

URRATOT:AYOZHXGIXHIC







Citadel of Nidik

Popular legend holds that Zar had three sons who founded the three tribes about 350 years ago. According to the Nidikans, popular legend is wrong. Zar had two sons and a daughter, Nidik. Raised by her hunter-nymph mother, Nidik was as aggressive as her older and younger brothers, if not more so. After the quarrel separating and delineating the modern tribes, Surlt took as his inheritance the citadel which now bears his name, a fortress safely away from the borders of the Wilds, leaving the eastmost citadel for his younger brother, Ockless. Nidik, left out of the inheritance, took the eastern citadel by force before Ockless got there, and refused to relinquish control.

Secretly relieved, Ockless went west where he eventually discovered a way to force giants to build a third citadel for him near the Buchek River. Then Ockless made up a song, and not long after, the folk of both Ockless and Surlt contrived to reduce the embarrassment of their heroic founders by changing popular legend. According to this new song, Zar had three sons, not two sons and a daughter. Additionally, the choosing of the citadels was supposedly by lot. The Nidikans have taken this in stride. It is still a great joke to say that Ockless and Surlt no longer have a sister but a female brother, and then extend on the idea to make some vulgar comments about the virility and sexual preference of the other two Zar-sons. At least, such is the story told by modern Nidikans.

The descendants of Nidik weathered attacks by neighboring Surlt tribespeople, internal struggles, and even a large siege without suffering major harm to either the fortress or its inhabitants. However around 200 years ago a trio of giants, seeking revenge for the slavery they had endured when forced by Ockless to build his citadel, discovered Nidik and confused it with Ockless (giants can be a little slow at times). The giants destroyed the fortress, turning it to rubble not worth living in. An alternate story says that the giants were sent to attack Nidik by Ockless' king, whose dynasty could control giants.

About a century ago, King Skilfil's great-grandfather rebuilt his inheritance. The Zarings lacked the technology to construct massive fortifications, but through arrangements with the dwarfs the fortress of Nidik was rebuilt in its present state. Still missing, however, is the great lower bailey.

The last great activity of the citadel was the Nobody-Won-War, waged by Skilfil's

father against Surlt. As the name implies, no great effect was obtained from the conflict.

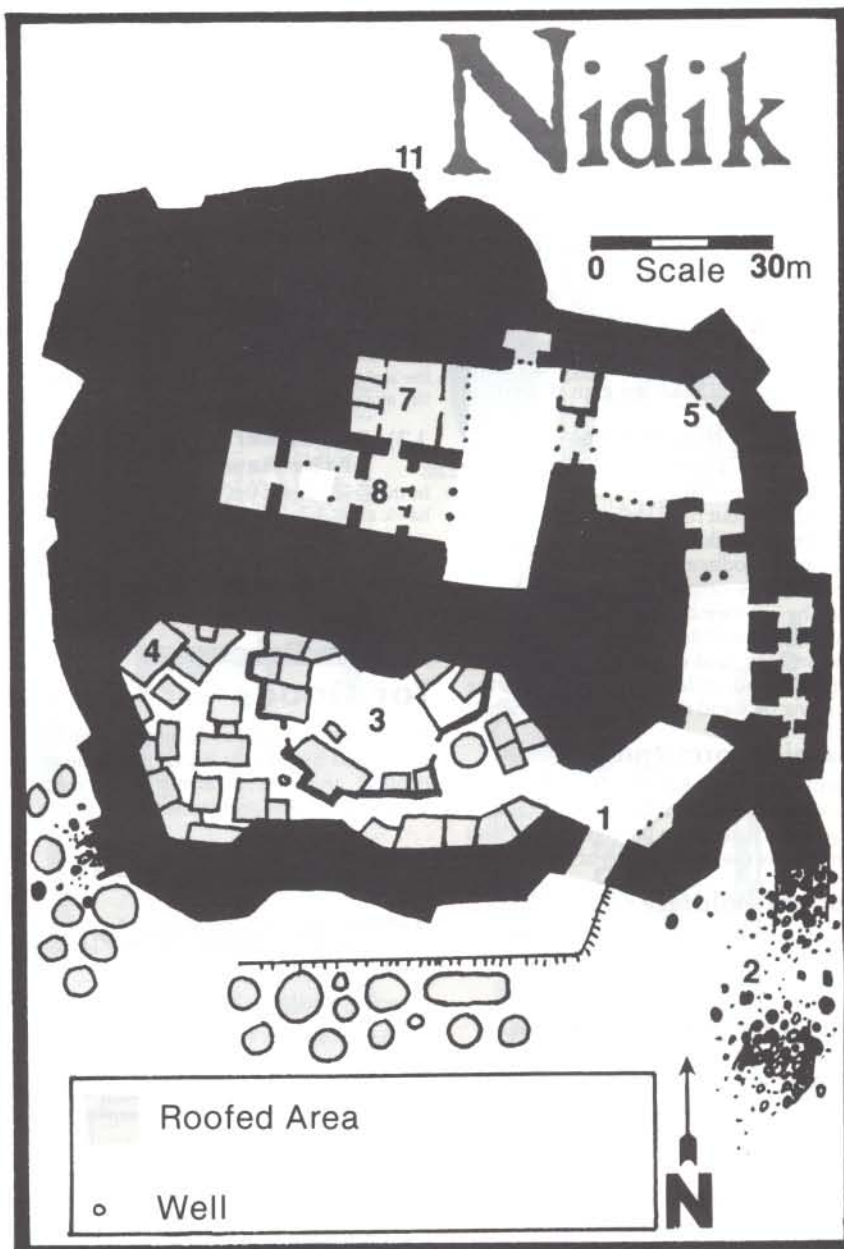
Prominent Persons

The following individuals are prominent within the Nidik community. They are

likely to come into contact with the adventurers.

King Skilfil Hearthpiercer

This famous warrior king is 50 now and shows his age. He is still a good warrior, but is not longer great. He is noted for the



GAMEMASTER NOTE

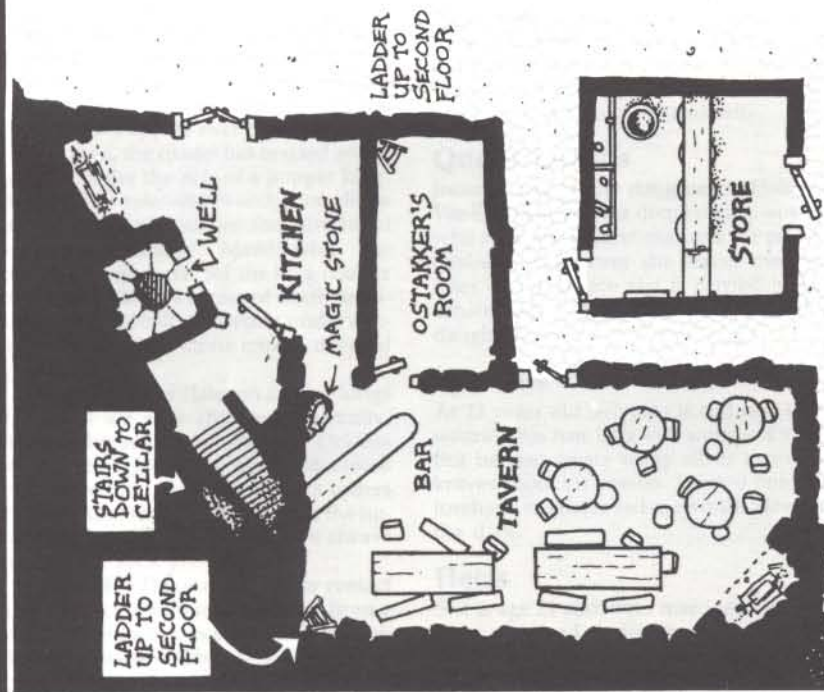
This is what the players learn if they spend at least a week in Nidik.

A Mystery

EVEN THOUGH THE STABBING CAT IS THE MAIN SOURCE OF ENTERTAINMENT IN A ONE-TOVERN TOWN, MANY OF THE LOCAL FOLK REMAIN WARY OF IT. THE PEOPLE OF NIDIK EQUATE CELLARS AND OTHER UNDERGROUND VAULTS WITH THE BURIAL OF THE DEAD. TO CREATE UNSANCTIFIED CHAMBERS IN THE GROUND IS TO DISTURB THE DOMAIN OF THE DEAD.

OSTAKKER IS NOT BOTHERED BY THE LOCAL SUPERSTITION... YET NONE OF HIS NIDIK-BORN STAFF WILL VENTURE INTO THE CELLAR.

STILL... THERE ARE THOSE UNEXPLAINED GLOWS, ICEY DRAFTS, UNSETTLING NOISES AND DISAPPEARING SUPPLIES THAT REMAIN UNACCOUNTED FOR.



1ST FLOOR

The STABBING CAT Lodging House & Tavern



LADDER DOWN TO 1ST FLOOR & LADDER UP TO ROOF

2ND FLOOR OF OSTAKKER'S ROOMS HAS A GABLED ROOF.

LADDER DOWN

OSTAKKER'S

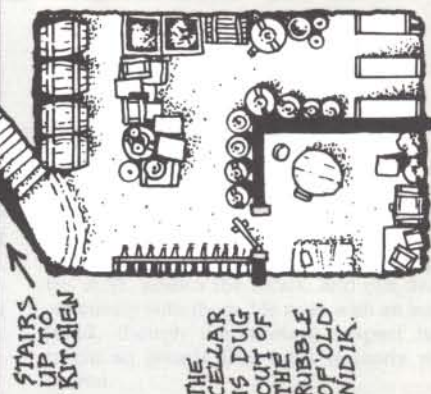
THE ROOF ABOVE THE SECOND FLOOR ON THE MAIN PART OF THE BUILDING IS FLAT.

WINDOWS IN THE BARRACKS ARE WIDE ARROW SLITS.

BARRACKS

2ND FLOOR

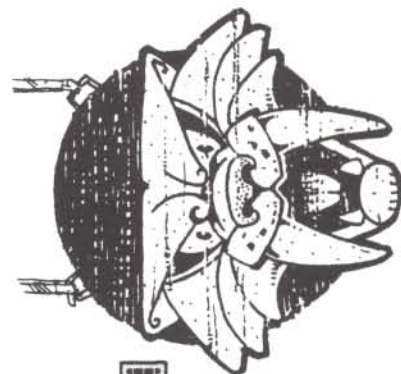
THE CELLAR



STAIRS UP TO KITCHEN

THE CELLAR IS DUG OUT OF THE RUBBLE OF OLD NIDIK.

A ROOM IN THE CELLAR IS OFTEN FITTED FOR DWARVISH GUESTS.



1985 JANUARY



Citadel of Ockless

Through history, Ockless has been famous for three things: the construction of the citadel by giants forced to serve the city founder, Ockless himself; the occupation of the citadel a hundred years back by orc forces; and the infamous Ockless beer brewed with hybrid native/orcish technology.

In the days following Zar's apotheosis his sons quarreled and separated, forming the three tribes of Zarland. Ockless, youngest of the three sons, was denied an inheritance. His older brothers Surlt and Nidik took the two citadels built by their father. Leaving his people behind, Ockless journeyed into the wilds and returned several years later with three large giants, kept docile by a magic ring. Ockless commanded the trio of behemoths to build his citadel for him. Upon its completion, he ordered them to go home. (They later mistakenly sacked the citadel of Nidik in revenge.)

Except for an early feud with Surlt in which the Surlite forces captured Ockless for a year, Ockless was peaceful until the invasion of the orcs a century ago. The ruling dynasty was wiped out (occasionally some hunter claims a royal bloodline) and was replaced by a family acceptable to the conquerors. A bloody war followed, in which foreigners were recruited to help the Zarings, but was unresolved until a local hunter settled the dispute. He, Halcyon var Enkorth, went to parts unknown and returned with terrible sorcery and a band of loyal orcs. The invaders were killed, the sorcerer set up his own rulers, and he has maintained puppets ever since.

Since then, the citadel has housed an orc garrison under the rule of a puppet king. Halcyon has tolerated worship of Hilme and the local gods, but has also introduced worship of Redeye. Membership has grown through force, for the king usually offers wrongdoers a choice of death or initiation into the cult. Currently under construction is a black stone temple devoted to Redeye.

Under the rule of Halcyon and his kings the native life style changed drastically. Hunters became serfs and the Ockless populace now labors slavishly under close orc supervision. Under Halcyon's orders the orcs extort food and goods from the humans. Most resident humans have always lived under such pressures.

Due to either Halcyon's magic or contact with the orcs, Ockless is evolving from a neolithic culture to a more civilized, though also more coarse and brutal, society. While

still a far cry from the jaded cities of the mainland, Ockless has much to offer to the Votanki, who have yet even to adopt use of the wheel.

Grain-based alcoholic beverages are a novelty in the region. Until the last half-century, there was not organized agriculture at all in Zarland, and even now the plants are weak and more wild than not. A favorite use of the grain is to make Ockless beer. The locals drink it up. Most foreigners equate it with a mild systemic poison.

Prominent Persons

The following individuals are prominent within the Ockless community. They are likely to come into contact with the adventurers.

King Glyptus the Good

This puppet king was reportedly chosen by Jocestis because of his sexual practices which, apparently, have proved sufficient. He has ruled with her for seven years. Glyptus is a weak, timid man who does the job because the queen demands it, and because she is too busy to sit in judgement on the hundred petty details of local rulership. In either of the other two tribes Glyptus would never remain king. Although the more complacent farmers and pig tenders consider him to be a good king, the Votanki mock both him and his authority.

Queen Jocestis

Jocestis may be the daughter of Halcyon Var Enkorth. She is a domineering woman who engages in secret rites and her private business. Whenever she leaves the confines of the palace she is carried in her ornate sedan. She has two sons and a daughter.

Sylveius

At 22 years old Sylveius is soft and thin, wearing his hair long in a woman's style. But he also wears many silver throwing knives about his person. Painted onto his forehead is a fierce red eye which glows in the dark.

Hecis

She is age 21 and loves marriage. She has been widowed three times, each of her husbands dying of poison under myste-

rious circumstances. Hecis is attractive in a painted sort of way.

Euryptus the Bold

To look at him, one would not guess that this tiny, bald man is the feared commander of the Ockless orc garrison. He supposedly killed an orc with his bare hands, then ate the thing's brains. Euryptus is 55, knows the locals, and can deal effectively with them. He rules with an iron hand, though the humans respect his might so greatly that force is rarely required.

Halcyon var Enkorth

Halcyon is rarely seen by outsiders, and those who are asked into his presence rarely enjoy the experience. His tower interior is cold and dark—even with open windows and doors. Halcyon's personal history is secret, although everyone knows he is more than a hundred years old and came from a normal hunting clan. He and a band of loyal orcs destroyed the invaders who seized Ockless a century ago, and Halcyon's band has held control ever since. Halcyon is content to exert his influence through puppet rulers, the most favored being the current queen who is reportedly his daughter born in liason with a demon.

Marusa the Shrew

Recently arrived in Ockless from parts unknown is Marusa, the young priestess of Redeye who also introduced worship of the demon Megaera. She is Var Enkorth's immediate underling, but is clearly no friend to the queen. Dynamic and extremely attractive, Marusa has a greedy temperament, a tongue like a poisoned dagger, and a violent disposition.

Cyriel Endelkar

Cyriel, a lean, charismatic man of 40, is the First Citizen of Ockless. He is in excellent shape for a man who eats and drinks as well as he does. Cyriel runs the mercantile businesses in Ockless. He imports stone for the temple, food to feed the troops, and various items necessary for civilized life. He exports the raw materials of Zarland to the orc hills: horn, hide, exotic meat, and captured Nidikans and Surlites as slaves. This last category is the most profitable. Cyriel lives in a walled compound outside the city, guarded by private mercenaries.

He is known as the richest man in Ockless, or maybe all of Zarland, not counting the citadel kings.

GAMEMASTER NOTE

This is what the players learn if they survive at least a week in Ockless, mingling with the orcs and humans.

Taklong Woodheart

An old man, Taklong is the septuagenarian High Priest of Hilme at Ockless. Officially, Halcyon tolerates him so long as he tolerates the sorcerer, but the worship of Hilme is discouraged and the ruling family no longer patronizes the temple.

Taklong himself is a quiet, serious man who prefers his own company. Taklong used to be one of the few Zarings who could travel freely between citadels. Now he is fearful to leave his temple and tiny congregation unguarded. Most of Taklong's time is spent leading worship for the faithful, teaching spells, and preparing defences against the day when he fears Halcyon will take the sacred precinct. He carefully tends a large flock of handsome red-tailed hawks which perch about his temple despite the orcs' fondness of using them for target practice.

The temple is staffed only by Taklong and a few initiates who lend a hand. Due to the shortage of initiates the temple qualifies only as Minor.

Moraring Broom

Moraring is the innkeeper of King's Inn. He is in his prime, and rugged, but has a paunch. He is a Zaring, the son of a swineherd, and a long-time native of Ockless. He inherited the inn from his employer Orus Longnose when old Orus got a little too drunk one night and fell down the Pig Gate, breaking his neck. He is a flashy dresser and wears most of his fortune on his back, buying expensive fabrics from Cyriel Endelkar when he can afford them.

Points and Places of Ockless

1) Giants' Gate

The Giants' Gate is the main entry into the citadel. It consists of a single massive block of stone, 10 meters wide and 5 meters thick. The gate is carved right through the center of the rock and may be sealed with a pair of massive wooden doors. These doors have never been breached in the history of Ockless. Even the orcs, when they attacked a century ago, swarmed over the citadel's walls rather than attack the gate. Carved over the entrance is a motto, "Truth Over All."

2) Ockless' Oak

The city founder supposedly planted this tree when the giants finished the citadel. Whether or not this is true, this massive black oak is incredibly ancient and shows no signs of disease. Its acorns are collected by the swineherds who claim that pigs fed upon them are fatter and healthier. There is something supernatural about the tree, but no spells have determined exactly what. Orcs avoid the tree and even its shade, if possible, but Halcyon has refused to chop it down.

3) Ockless' Hero Shrine

This pyramidal structure is a chapel dedicated to the city founder. It was created long after Ockless died—one of history's few heroes to die in

bed. Its interior is lit by magic light, renewed in a ceremony each week by the High Priest of Hilme.

4) Stable

This structure now houses horses, but served as the local temple to Redeye until recently. It consists of a single large room with benches lining the walls. Several doors in it lead to adjoining buildings.

5) King's Inn

This is Ockless' major lodging house and tavern, run by Moraring Broom, a local peasant who made good. There are three floors and a basement.

6) Pig Town

This section of the city is filled with the squalid mud and wattle huts of the pig tenders, who share their dwellings with their beasts. The paths, slick with pig excrement, stink, and are avoided even by the orcs.

7) Pig Gate

This narrow stairway is carved into the stone on the cyclopean walls. It is used by the peasant swineherds to enter and depart the city. The Pig Gate always has an orc guard at it, since the position is too demeaning for the citadel warriors.

8) The North or Eye Gate

This gate was recently excavated. It leads to the Orcish Pavilion. Two orc guards are stationed here. This gate can be closed by two sets of heavy wooden doors.

9) Home of the Priestess

Marusa lives here. The building is ornate on the inside and out, constructed and decorated in a style alien to Ockless.

10) The Orcish Pavilion and Temple to Redeye

A ramp and stair leads down from the north gate to this symbol of orcish occupancy. Surrounded by a paved plaza, the carved black stone of the temple's columns and pediment stands in mute contrast to the gray, crude walls of the hostage citadel. The stones for the temple were cut deep in the orc hills and shipped here over the years, to be put in place by several generations of craftsmen. The project is in the final stages of completion now. The interior of the shrine consists of three chapels: the largest is dedicated to Redeye; another is a smaller shrine to Megaera; and the last shrine is dedicated to any cult friendly to the orcs. The temple is separated from the outside world by a wooden stockade erected as a temporary protection about 50 years ago. It is slowly being replaced by the sturdier mortared-stone wall that surrounds part of the orcish garrison.

11) Orcish Garrison

This fortress-outside-a-fortress is home to approximately 200 orc troops. The four smaller buildings along the north wall are the garrison bunkhouses. Each sleeps about 40 orcs. The rest are stationed at other points throughout the city, including the King's Inn. The larger, single building is the camp mess hall and the storage facility. The garrison is surrounded by a combination of stone and wooden walls. The fortress has two completed watch towers, one unfinished tower, and a well.

12) Ockless-Outside-The-Walls

The ever-expanding population has abandoned the protection offered by the ponderous citadel walls, and many citizens have chosen to build their homes outside. The settlement consists of the swineherds' earthen hogans, along with more recent structures of orcish design. Included in this collection are the shop/homes of several craftsmen, a brewery, and a granary.

13) The Trader's Warehouse

This compound is owned, operated, and occupied by Cyriel Endelkar. He has a monopoly on trade in the town and takes a cut from the till of every shop inside and outside the citadel. His shop is well-stocked and sturdily constructed.

14) The Court of Battles

This is one of several courts that form the ceremonial approach to the palace and the throne room of the king.

18) The Palace

The structure containing the number on the di-agram is the megaron, or throne room complex, which is one of the consistent design features of the three citadels. The room containing the four pillars and open roof is the throne room/audience hall. The rest of the palace rooms are overdone with lavish furnishings. Most of the decorating was supervised by Queen Jocestis and her oldest son Sylveius. Each of the members of the royal court has a private room nearby which reflects his or her jade tastes.

20) The High Temple to Hilme

This includes a court, a rude bee-hive domed chapel (a), a pair of side chapels to Zar, Votanki the Hunter (b), and living quarters for the High Priest, Taklong Woodheart (c).

King's Inn

Ambience: somber, reflective brooding.

Overseer: Moraring Broom;

Workers: Five almost-mindless slaves.

Regular Patrons: traders, pig keepers, and slave overseers.

Favored Drink: Ockless beer.

Hostelry Prices: Normal, but conditions are poor for the money. Room and board rates range from 1 penny a day for the cheapest room and scanty food up to 6 pennies a day for the best room (still none too good) and quite hearty, though not fancy, fare. The house staples are bread and pork, fried, boiled, or roasted.

Moraring Broom

Innkeep of the King's Inn

Met At: Ockless, King's Inn.

Description: a fat, but tough-looking man. He wears fancy robes with complex designs made of the finest material and clearly imported.

Information

Dwarfs: "Secret cave-dwellers. They mostly stick to their caves for fear of the orcs."

Elves: "Mysterious, delicate wood-folk who use bows like orcs and eat nothing but fruit. Every winter the orcs kill thousands of them and I imagine that in a few years they will be extinct."

Griffin Mountain: "That is a tall mountain in the wilds where no human can survive."

Nidik: "The worst-built of the citadels. The people get a little bit of metal from dwarfs and have some giant hawks, but the orcs all have heavy metal armor and their bows can shoot hawks high in the air."

Northern Island: "The orcs once ruled a vast empire there, but the land was so barren that they abandoned it."

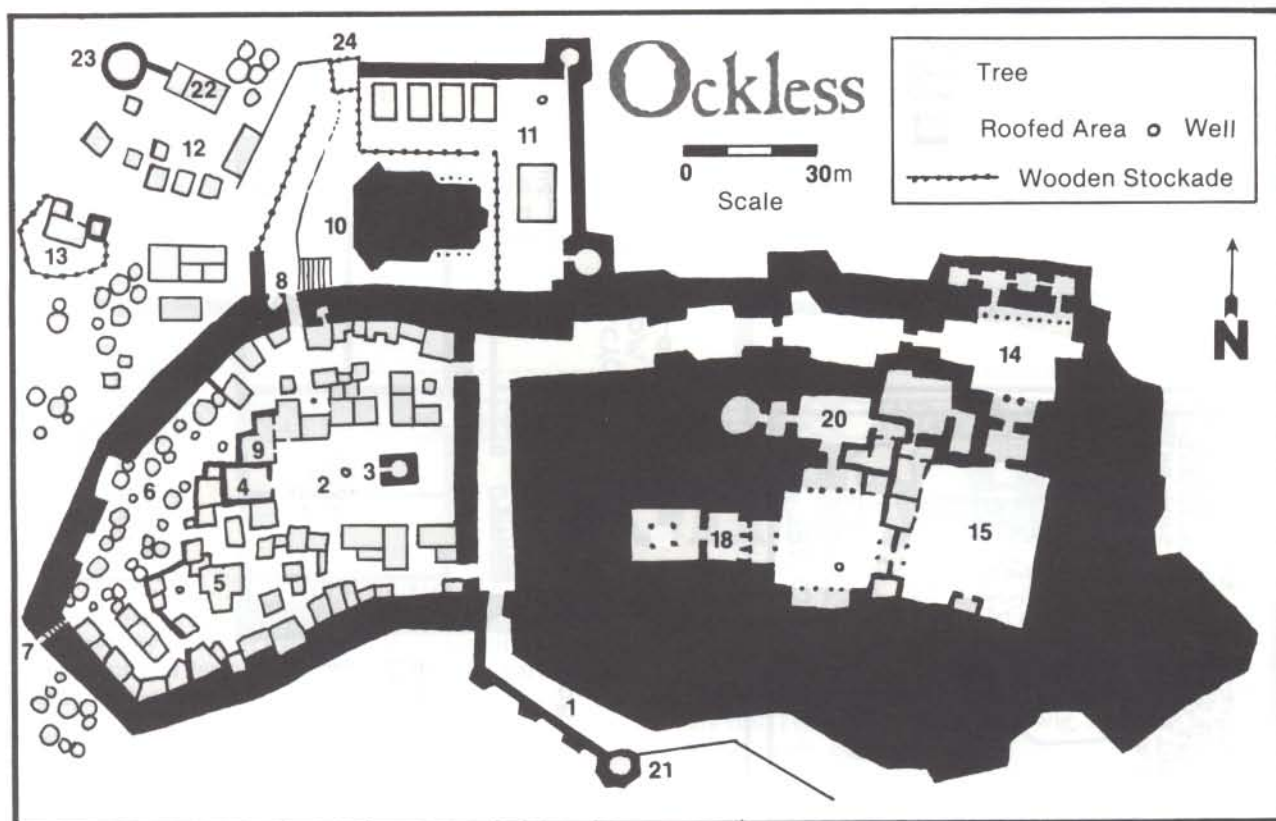
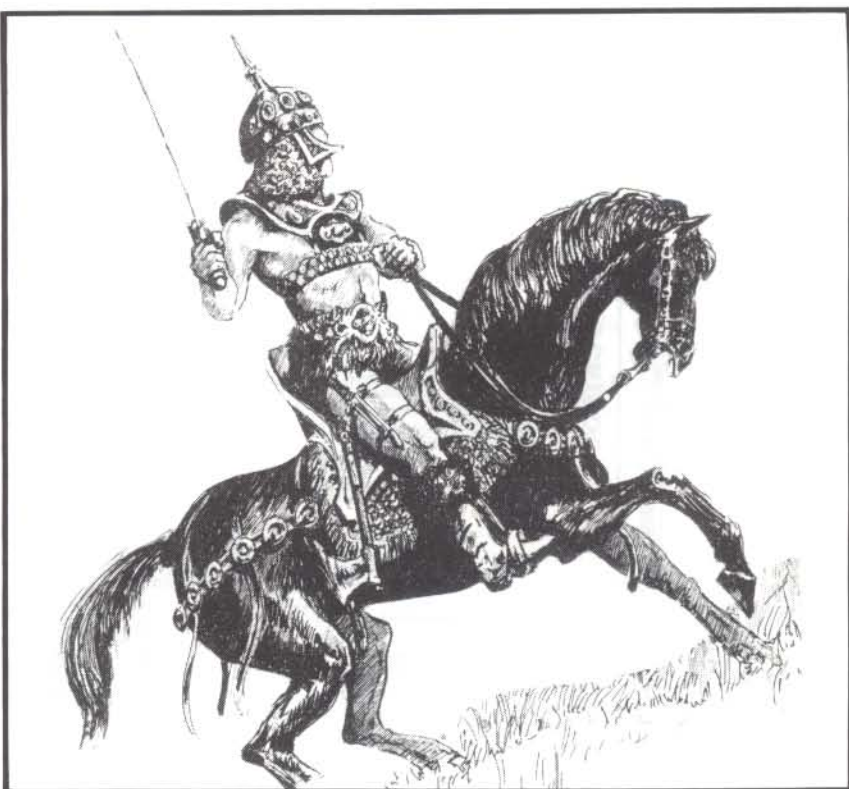
Orcs: "All the time the humans become more and more like the orcs. Or maybe it just gets harder for me personally to tell them apart."

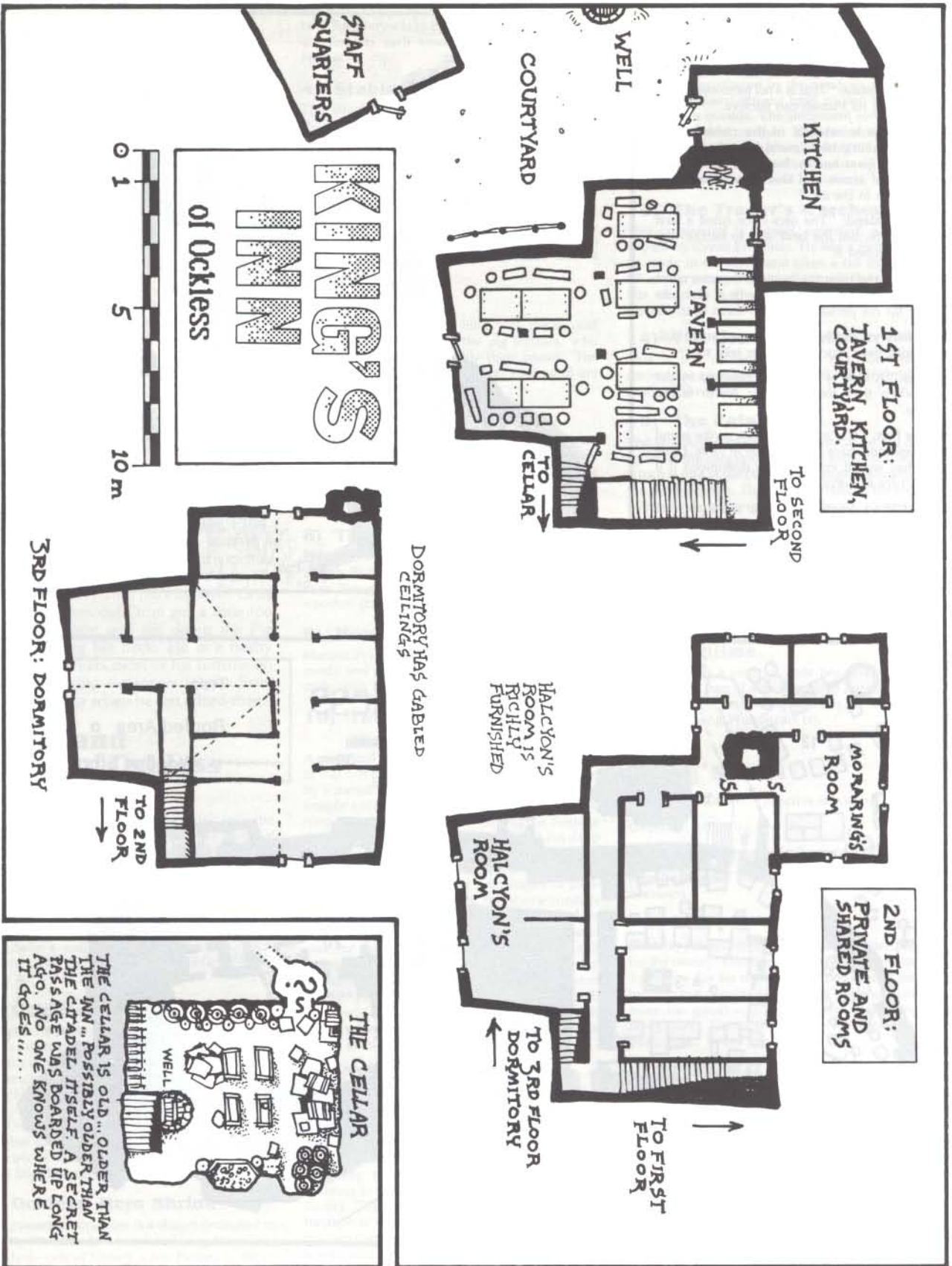
Past History: "Nothing has changed since Halcyon took over, my grandfather tells me."

Slarges: "A type of creature conquered by the orcs when they founded their North Island empire."

Soldier Port: "This is the only place on the island that foreigners have not yet come in force. I suspect they would expand their dominions if it weren't for the orcs."

Surlt: "The king there is a real fire-eater, but with their lack of armor, discipline, sorcery, and good weapons, it would be a great tragedy for them if they ever do attack Ockless. All their greatest warriors would be slaughtered, and for nothing."







Yalaring Monsterslayer

Yalaring, a decisive and energetic man, is still untamed by his years as a king but is sometimes restless because of them. He rules his citadel like a big clan center and, thanks to his tireless personal energy, things seem to work.

Met At: Surlt Court, or sometimes out hunting

Description: about forty with piercing dark eyes, slightly greying hair, and excellent leather-and-fur hunters' clothing. Despite all other royal austerity, Yalaring always wears his crown, even while bathing, sleeping, and hunting.

Information

Aigonus Windsword: "The shaman Blueface once told me a story about the Windsword. Its owner used it with great success, until he fled from a terrible monster with three mouths which lived in Slargeland. Then the sword failed him, and he was killed. He never told me where

the sword lay, but said I should not bother to seek it myself."

Dwarfs: "Everyone tells me that dwarfs cannot be trusted because they have armed my enemies at Nidik with excellent weapons. We take ours from dead orcs, so that only real men who earned it can carry steel. I'd trust any dwarf who wants to trade with me here."

Elves: "Elves have aided me several times in the wild, and through my life I have helped them as well. We both remember, and they occasionally come here to trade for something special. They have a way to tell if you are an enemy and, if not, they may speak with you a little."

Griffins: "I saw the place once, but could not get close. There are too many griffins with sharp eyes and short tempers. Blueface once told me that in Griffin Mountain the king of griffins has a cloak of scalps from each human he killed, and that during griffin celebrations he flies wearing it, with forty wives and daughters helping holding it aloft."

GAMEMASTER NOTE

Yalaring does not trust foreigners. Give this item to the players after they manage an audience with King Yalaring of Surlt and manage to earn his respect and friendship.

GAMEMASTER NOTE

Gondo lives for himself alone. Strive to include him in your campaign. Should the players have the misfortune to become friendly with Gondo Holst, give them this sheet after a few hours.



Gondo Holst

This somewhat overweight, wandering merchant is as wily as they come on the island. With his oily, slicked-down hair and fancy baubles, he looks the part of the sleazy trader.

Met At: any citadel

Description: Large old man, with dyed and slicked down hair, and a complacent, meaningless smile.

Information

Aigonus Windsword: "Never heard of him, but if you direct him my way I bet I have what he needs, thank you."

Dwarfs: "Yes sir, I once tried to sell to a dwarf, but thank you, they don't know what money is. His dog bit me,

and I haven't liked them ever since. One often visits Nidik, I hear."

Elves: "Fairy tale creatures, thank you. I don't think they are real. I have often seen Cracktwig, and he is supposed to be an elf, but I doubt it."

Griffins: "Pests and monsters, thank you, but I outsmarted them with my cows to pull the wagons. That's how to stay ahead around here—stay smart!"

Griffin Mountain: "My great grandfather once drove a cart northward, yes sir, through the wagon pass, and he said he saw Griffin Mountain, and it was made of solid gold, and guarded by clouds of griffins like flies on a corpse. But he was a drunkard, thank you, and I never liked him."

Recent History: "Evil is filling the land. Building the citadels were enough compromise, but the lord of this one was too corrupt for our survival. First he went to war with Nidik, as if we had something to fight about! A couple more years and he'd have had temples to the Red Eye here, and a household full of 'good orcs.' "

Magic: "Votank and Zar taught us how to do magic. I know not how everyone does it as well as us, but we are hardy and deserve our benefits as children of Grandmother Sky. I do not think that even Halcyon is as powerful as Blueface."

Nidik: "King Skilful is a just and honorable man. In the war I saw him fighting eight men at once, and he beat them all. We dodged each other's missiles before the fighting separated us. I would help him in an emergency."

Northern Island: "Slargeland is a dangerous place to be. Monsters like huge crocodiles on two legs can chase down any horse which the griffins don't kill. Slarges are almost at bad, but can be outwitted. But I will warn you, many of the stories they tell about the place are untrue. I never found any great lake which others speak of, and no great flying bisons descend to Old Hill at midsummer night."

Ockless: "I went there once, as a young man, and was never so revolted in my life. These herders at Surlt might be low enough to chain themselves to the life of a pig, of all beasts, but those slaves in Ockless are less than beasts themselves. If there was some way to remove that scourge of its evil occupiers, it should be attempted."

Orcs: "Monsters, one and all. None of them are good. Kill every one, even the children and pregnant sows."

Self: "I am a hunter, a Master who knows and respects all the secrets of the griffins, tribesmen, citadel guards, orcs, and slarges. I am a dreamer, and one day I climbed a tall larch tree to the hut of Grandmother Sky, who offered me a hearth of stone if I drank her brew. I am a king, a leader of men who holds proud to the old ways. I am a spirit, a cleaner of foul deeds and keeper of the Life Force."

Slarges: "These things should be avoided. The big ones are not worthy of a fight and the little ones are too fast and gang up on you. But they are all killable, and know only simple magic."

Surlt: "Zar's wisest son made this citadel to protect the lair of the Master Hunter. We use the place wisely and make sure it retains its light and lustre in the civilization of Griffin Island."

RVZΛΘ†:AYC#W8G□*III○ZHX●WRVZΛΘ



Recent History: "Everyone is too grouchy, yes sir downright mean, for my taste. Rumors and, I confess, thank you, I say lies, fly about hurting business and everyone's reputation. From what folks say you'd think Ockless is a bad place, believe it or not."

Magic: "Thank you, I trade in magic, so take my word for it. These hunters out there have some pretty good stuff, and I make my living, thank you, off those wish-bones, plus feathers, and skins. This pots and pans stuff is all profit, and so if you want something magic just ask me."

Nidik: "Nidik is a nice place, but kind of small. Thank you, I will tell you something most people don't know: the king there is an artificial man, yes sir, called a machine, made by the dwarfs to run a part of the human world. Thank you, I swear it is true, but I warn you not to try to get close enough to check yourselves—his guards will kill you first."

Northern Island: "My grandfather went through there once, thank you, and came back alive too. I think everything is overstated in rumor, and that it's probably a pretty nice peaceful place to be."

Ockless: "Ockless is the place everyone else is jealous about. I say, thank you, they are downright full of lies born of envy. Ockless is well organized with a productive citizenry. Only good orcs live there. They are peaceful, thank you, co-operative with outsiders and non-humans, and lead the other citadels in doing their own metal work."

Orcs: "There are two kinds of orcs, good ones and bad ones. Everyone hears stories about the bad ones, but there are actually many good ones too, thank you."

Self: "Thank you, I am a native hunter who had several fortunate breaks with off-island contacts, like you. I work hard, thank you, and keep an open mind at all times."

Slarges: "Their skin is as tough as iron, yes I hear, sir, but although arrows bounce off and swords only bite a little, daggers and knives always cut to the vital organs. Most peculiar, yes sir."

Surlt: "A fine place, thank you, if you do not mind regicides ruling aimlessly and ruining the best parts of civilization. That crude hunter is throwing pigs out, exiling everyone, and thank you, bringing the downfall of a good market."



The Votanki Hunters

The family hearth is the focus of the Votanki lifestyle. Grandmother Sky taught all women this, and they all teach their children the truth in this. A family hearth is centered upon a single hunter, a son of Votank, who must provide fresh meat and skins for all his dependents, and protect them from violence.

In practical terms, each adult man supports his wife or wives, his children, his parents, maybe his parents-in-law, plus anyone else he cares to add. The size of a hearth varies depending upon the hunting skill of the man and the gathering skills of the women and children, but averages four to eight people.

The people are sociable, and usually try to stay together in larger groups if possible. But sometimes the scarcity of game in some areas necessitates drastic separation into nuclear families.

Everyone is also a part of a clan. Clans have in common their worship of the same totem. Totemism here means that the peoples' birth, initiation, and death rites call upon the same spirit for each clan. Clan membership is determined by matriarchal inheritance, and clan laws are strict in determining which clan a spouse may or may not be taken from.

Each clan has a traditional winter meeting site. Even though food is scarce the clansmen cluster to defend against the marauding orcs who use the dark nights of winter to wander farther and farther from their traditional places of strength. These clan meeting-sites are ancient—even the earliest Votanki legends portray the hateful orcs as wintertime raiders.

Some clans share meeting sites, and some move in regular cycles from site to site. The nomadic nature of the Votanki hunters also occasions frequent absences when the families are far from home at the first snowfall. A natural friendliness and desire to protect humans for the orcs causes them to welcome other hunters for the winter. Even with the threat of hunger, they are happy to meet strangers to talk with all winter.

Outsiders are called "foreigners," and are associated with the citadel-living clans who wear cloth, eat tame pigs, and indulge in forbidden practices. The strangers are less readily received because all Votanki have heard many stories which abjure them to resist new-fangled inventions like bows, kings, and strange gods. Many of them can relate bad personal experiences, usually from misunderstanding, at the hands of the foreigners.

One of the main worries of the Votanki is that a foreigner will not be able to provide his own food. The

hunter's sense of responsibility will force him to share the family food with strangers whom he has admitted to his wife's fire, even to the extent of making his own children go hungry. Thus many of them refuse to deal with foreigners at all, for fear of sharing their fire and food. They flee from strangers, often leaving behind much of their equipment. The goods are abandoned to some future when the hunter will try to regain it through wile, trade, or combat.

All reticence falls after a hunter accepts the newcomer. In a little ritual recitation, any Votanki man or woman can make a "foreigner" into an "insider." As such, the newcomer is treated as an equal—as another hunter from a strange clan. Such acceptance is personal, from one individual to another. Throughout a winter an accepted foreigner will hear the recital many, many times as more and more people become friends.

Clans vary in size, even from year to year as family attendance waxes and wanes. Usually between 300-600 people stay at each site each winter, up to two thirds of whom are children.

Twenty clans are still active and known on Griffin Island. They are listed in Character Generation.

Eleven traditional clan sites are still used by traditional Votanki. Three more were taken over when citadels were raised centuries ago. Others, abandoned long ago, are sometimes found across the land. A couple of clan sites are known only to legend, and have no fixed earthly site. Upon occasion abandoned sites have been resettled as well. All of them show the traditional structures shown in the Clan Hearth diagram.

Clans are spiritually linked by their totem, from which they claim ancestry and kinship. The spirits can usually be contacted only through certain powerful artifacts kept by the clan leaders. Each winter the shamans and elders gather to join their respective artifacts and reconstruct the "god-bundle" which was once owned by their spirit. Through that ritual the clan contacts the totem spirit.

The holders of the clan medicine bundles are called the clan council. All other old people may also attend and speak, but cannot cast a vote to decide clan policy. Clans usually have from five to ten clan bundles, and usually require at least five individual parts to summon their spirit. If the council ever makes a unanimous decision all clan members must obey, on penalty of being cast out of the clan.

Clan council members are typically shamans or influential members of the clan. Some bundles can be held only by certain families, some can be held only by persons

GAMEMASTER NOTE

The players can learn this information after spending considerable time with the Votanki on their own terms — wandering and hunting in their territory. A friendly hunter could give this much information to strangers.

This is also the information required to create a beginning character from this locale.

passing specific tests, and some grant certain obligations upon the holder. Among the last are the war-bundles, of which each clan has at least one. The holder is the winter-chief whose duties are to lead the clan warriors in war, avenge various offenses to the clan spirit, and lead certain sacrifices which vary from clan to clan. Other common bundles found in most or all clans include the Grandmother-bundle, which promotes fertility; healing bundles; and hunting bundles. Popular is the Litter-bundle, which is a stuffed black puppy mounted on three hazel wands, and which receives offerings of food on nights when the storm clouds blot out all stars.

Votanki Character Generation

All Votanki characters should be generated using the standard *RuneQuest* character generation system for Primitive cultures. All Votanki clans are shamanic. Only people from the citadels may join the local cult.

Roll 1d20 to determine the clan to which your adventurer belongs.

Random Clan Determination

D20 clan (local Citadel)

- 1 Three Crows (Surlt)
- 2 Water Basket (Surlt)
- 3 Arrow Star (Surlt)
- 4 Red Daisy (Ockless)
- 5 Greybelly Hare (Ockless)
- 6 Yellowheaded Woodpecker (Ockless)
- 7 Winter Hawk (Nidik)
- 8 Gopher (Nidik)
- 9 Red Squirrel (none)
- 10 Digging Stick (none)
- 11 Tail Feather (none)
- 12 Nighteyes (none)
- 13 Long Legged Raccoon (none)
- 14 Yellow Flute (none)
- 15 Summer Wind (none)
- 16 Seven Willows (none)
- 17 White Daisy (none)
- 18 Midnight Star (none)
- 19 Speckled Lizard (none)
- 20 Rainbow Trout (none)

Typical Votanki Year

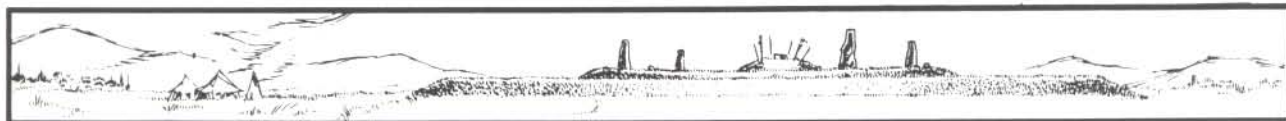
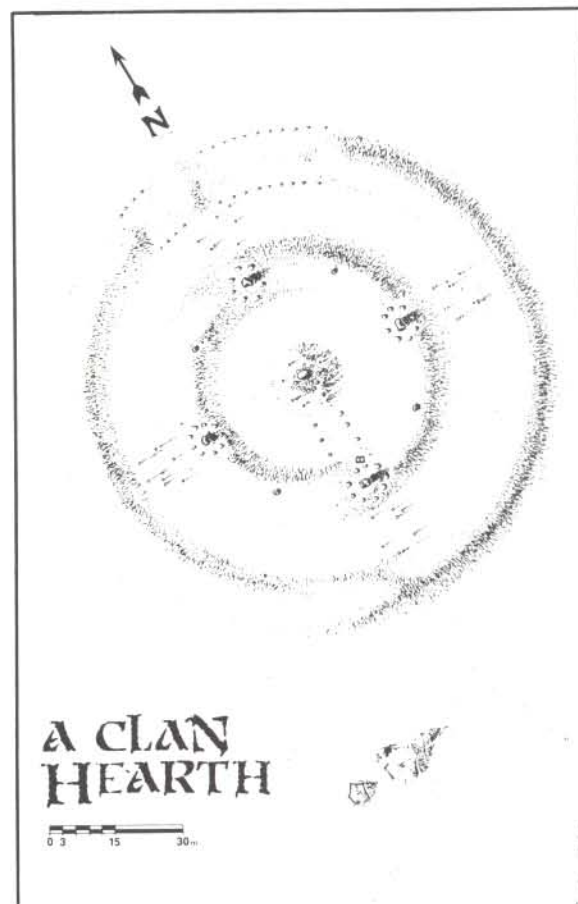
The following entries describe the activities familiar to the Votanki, including ceremonies which they might hold.

Winter: clan gathers at hearth with several hundred other peoples. Eat stored food. Trading, marriages arranged and celebrated. Clan totem-spirit ceremonies. Mid-winter sacrifice to renew the flagging sun. Occasional skirmishes with orc raiders, but the monsters usually avoid these prepared sites and prey on lone families and travellers.

Spring: groups of families depart winter clan camp. Springtime ceremonies of initiation into adulthood, conducted by group leaders and close kinsmen.

Summer: dry weather scatters the families, except for limited gathering to collectively hunt big game animals.

Autumn: families gather together for nut harvests, salmon runs, and similar rich food collections. Ceremony of the Great Hunter (and the Hunt of Hunts, in Surlt); ceremony of "Help for the Nights," led by shamans at clan sites to prepare winter defenses.





What the Ship Captain Tells You

This is the first information that the adventurers learn about Griffin Island, including all of the basic, universally-known legends and lore. These items are typical of what would be known by any ship captain transporting the adventurers to the island, or by other casual acquaintances known to the adventurers who have heard of the island.

Information

Dwarfs: "Can't tell about 'em. Never seen any in Soldier Port."

Elves: "Can't tell about 'em. Never seen any in Soldier Port."

Griffins: "They are everywhere, sometimes even flying far out to sea to check us out. Griffins love horse meat,

and they are so numerous that no horses are safe from attack outside of citadel walls. Most people have given up trying to use horses at all."

Griffin Mountain: "A hunter told me the place was imaginary and could only be visited in dreams."

Recent History: "No such thing hereabouts. Nothing ever happens to change anything."

Nidik: "My first mate visited this place. The king raises giant hawks that eat griffins for breakfast. Nothing else of interest."

Nothern Island: "Wilderness supposedly full of terrible monsters left over from past ages. One part of the coast-

GAMEMASTER NOTE

Give this to the players as they sail to Griffin Island. They should already have the Ancient Map. This is what the ship captain knows.

GAMEMASTER NOTE

Give this to the players after they meet Zogrosh and have spent several hours talking with him.

Zogrosh's views are those of an honest, intelligent Votanki hunter.



Zogrosh Runechest, Master Hunter

Zogrosh Runechest is a powerfully built Votanki who has so mastered the hunter's skills to have been Master Hunter three times. He peers like a hawk, moves like a cat, and eats like a boar.

Met At: Wilderness, or sometimes in Surlt

Description: Wears traditional dress, plus a luxurious bearclaw necklace. A great blue welt carved into his right chest is matrix to several spells.

Information

Aigonus Windsword: "I have never heard of him."

Dwarfs: "These beings avoid us. They live underground and never come up. Some people think they are all dead, and most grandmothers have no memory of anyone meeting them. Once they tricked Votank with a gift, and so we do not trust to trade with them for fear of getting a cursed item."

Elves: "These beings usually avoid us, even when they help us catch orcs. They send us messages on arrows. We are careful not to offend them. One of Votank's sons offended an elf and none his descendants are alive now, all killed by darts and arrows. They protect the forests, and so when we hunt there we leave portions to them in respect, and before we cut trees we always shout aloud, asking the elves to speak to us if the tree cannot be cut. Votank made them promise this, and if they do not speak we can cut the wood."

Griffins: "Once Votank and the Grandfather Griffin fought to see who would rule the land. Votank won, but the griffins disagreed, and so we are always killing each other. This is fine, because foreigners trade for feathers and hide, and we made magic things out of the wishbone."

Griffin Mountain: "Once Votank fought and wounded Grandfather Griffin, who raised a tower in which to hide.



Starnia Stormrender

Starnia belies the dumb-blonde image. She is a proven warrior and is also the commander of the Nidik hawkriders. She is well-built, muscular, and always wears sunburst earrings.

Met At: Nidik, or on patrol elsewhere

Information

Aignous Windsword: "I have heard of this man in our family legends. He first introduced my grandfather's grandfather to Rockheart Veinseeker, and helped make

this citadel. He was a great warrior, richly rewarded and fondly remembered. That is all I know."

Dwarfs: "These beings are a proud and trustworthy people, makers of the finest artifacts in the world. They are our friends, and we are theirs."

Elves: "No elves live close to here. Maybe I wouldn't see them from up in the air, but Sunrider would. They are only found elsewhere on the island."

Griffins: "Nasty monsters, if they get the jump on us. We can climb faster, though, and Hilme guides our arrows."

GAMEMASTER NOTE

Starnia is honest and proud of her lot in life. She is a city-dweller, is well-educated and has traveled widely. Give this piece to the players after they meet Starnia and have spoken with her for several hours.

GAMEMASTER NOTE

Errap has traveled even more than Starnia. Give this to the players after they have met Errap Barbacon, have spent several hours with him, and have gained his confidence and trust! Errap has good eyes and mind, and sees things as they are.



Errap Barbacon

This young fellow is a mysterious wandering minstrel who speaks excellent Zaring with an Ockless accent. No older than 19, Errap is experienced beyond his years. He dresses in princely clothing that is showing signs of wear and discreet patching. He talks about anything but himself, and he earns his keeping by singing songs and reciting epics. He wanders everywhere, but his favorite spot is Soldier Port, and he comes here at least once a season.

Met At: any citadel, but most often at Ockless and Soldier Port.

Description: Handsome youth, blond hair, pale blue eyes slightly slanted. Wears cast-off noble clothes, much the worse for wear. Carries a handsomely carved lute, an instrument unusual to Griffin Island.

Information

Aignous Windsword: "In Ockless, the noblemen tell a story which pits the magic of their leader, Halcyon var

Enkorth, against a warrior-hero of old called Agonies Woundword, who was killed. It could be the same fellow."

Dwarfs: "A hidden race of master craftsmen, once human according to the Votanki stories. The dwarfs boasted that their handiwork was greater than Grandmother Sky's, but she made the sun which outshines all creation, and which is still the dwarfs' enemy."

Elves: "According to local tales, they were carved by Grandmother Sky from several kinds of wood. They were toys for the baby Votank, who grew so quickly he soon discarded them to their own ways."

Griffins: "Griffins are the king of beasts. They are handsome, a worthy foe for hunters, and their parts benefit hunters greatly."

Griffin Mountain: "Out in Slargeland is a shining spire made of precious metals. Griffins are born within its mag-

Griffin Mountain: "I can see the place from hawkback. It is a huge rise in the plains of Slargeland. I am sure anyone could see it from beyond the Zutcho hills. A dozen griffins live there."

Recent History: "Orc activity is on the rise. They are sure to move soon. I am worried about my teacher, the high priest who sits huddled in Ockless to protect the ancient sanctuary. But the hawk spirit is unhappy with all the little ones bound there, guarding against the evil wizard."

Magic: "Hilme is the greatest of magicians. His power can reach out of the sky with a great sunspear, or probe deep into the darkest heart with his redeeming light of truth."

Nidik: "We are a stable and powerful citadel, with many friends across the land. Ours is the oldest ruling dynasty on the island, descended from mighty Zar of the Seven Strengths. We are the children of Hilme, blessed by his rays."

Northern Island: "I can see the whole expanse, and we have flown over parts. Vast rivers weave across the flat plains, Griffin Mountain juts skyward, and a vast lake sits in between."

Ockless: "The world is divided into those who follow the Forces of Light, those who pursue Darkness, and those who do neither. In this land Ockless is ruled by the forces of Darkness, who thrive on evil and decadence unfitting the life of a human being."

Orcs: "Orcs are the servants of the darkness, created to make trouble and destroy mankind. They are a natural form of evil, and so less evil than the humans of Ockless, who are unnatural."

Self: "I am a daughter of the sun, who gives us all life and light. In his name I live, to bear his truth and beauty to all who can see it. Within me I bear his light and truth against the dark."

Slargess: "Once I hovered over a big one, wasting a whole quiver of arrows. I hit, but it did not die, so they must know healing. All the hunters are afraid of them."

Surlt: "The old Gadarings were terrible, says Father, but I find it hard to see how Yarlaring can be better. He is a rustic savage who has disrupted Surlt's stability with his decrees and exiles. I am sure someone else will murder him, but I don't know where anyone would find someone of sufficient royal blood to man the throne."

ical interior, and cannot leave until they are strong enough to fly alone from the deep interior into the outer world."

Recent History: "I spend lots of time in Ockless, and I truly believe that the orcs are preparing for a major offensive. Ockless is fortified and united, and unless something radical occurs the orcs will swarm again."

Magic: "Lots of special magic exists on this island. You must have heard that the hunters can make griffin wishbones to store magic energy. Their shamans can enchant other powerful devices according to need, like the legendary Blue Porcupine Needle Bag that poisoned every orc that touched it. My favorite thing to dream of finding are those Headpiercer arrows, that always strike a target between the eyes and penetrate any magical defense. Those old shamans can do more than any priest I've ever seen on this island."

Nidik: "The giant hawk is a wonderful creature, second only to the Griffin for beauty in the air. King Skilfil is a wise and benevolent king, and rightly proud of his heritage. He is fortunate to have those armored men to fight the orcs."

Northern Island: "I have never been into the wilds. The area around each citadel here is wilder than any of the settled lands which I have visited, which are plenty."

Ockless: "Ockless is a beautiful place in the hands of evil. Its corrupt royal house deserves to be put into the hands of the orcs they love. The king and queen should be tortured for their depravities. In days of old its fame and history outshone all the rest of the island's until the orcs took it."

Orcs: "Evil monsters, worthy only of target practice. Other lands outside this island know of them too, and they have no redeeming values anyplace. They were made by Redeye from the leavings of Grandmother Sky's creation."

Self: "I am a native Zaring, from the Three Crows clan, but early in my life I was sold by orcs into slavery. In a foreign land my master noticed my beautiful voice, taught me, and eventually freed me out of generosity. I have been back here since, trying to once again feel at home. Alas, it is not easy."

Slargess: "I saw some of these in a collection on the mainland. The big ones lay eggs and out come the little ones, which lay eggs that hatch into big ones again. It's the little ones, that run in packs, that you have to beware."

Surlt: "Yarlaring Monsterslayer is the kind of man we need for these orcs. His sons should grow up to be warriors worthy of legend."



Soldier Port

Soldier Port was founded by merchants from a distant, civilized country, who wanted a place to trade with the natives. The port started out as the accepted meeting place. Within a few years a small permanent settlement appeared. About a century ago the round tower was built and the walls reinforced by a new wave of outlanders. The town was ruled either by the toughest local Zaring chieftain, who terrorized and exploited the outland merchants; or by whatever merchant hired the most effective mercenaries to enforce order.

About eight years ago, a man named Mauge came to town, killed the former merchant prince and his cronies, and plundered the town's treasury. He imported the largest band of mercenaries ever seen in these parts, and instigated a strict but fair rule, naming himself High Plutarch.

High Plutarch Mauge runs Soldier Port. He is black—a racial type not found elsewhere on the island—and this earns him respect and superstitious fear from the local Zarings. He runs all the most profitable enterprises in town, and takes 1/6 of the gross income from all other enterprises. Anyone caught withholding cash is beaten, and all of their property confiscated by Mauge's bullies.

Despite this, Soldier Port is still the best place on Griffin Island to obtain foreign goods. His army is the best-equipped on the island, yet he has made no effort to conquer or threaten the citadels, seemingly content to remain within his port. No Zaring, Votanki, orc, or elf raids have penetrated the port defenses since Mauge took over, though several attempts have been made.

No orcs are ever allowed within Soldier Port. Elves and dwarfs are allowed to trade here, and several local elves and outland dwarfs serve in Mauge's mercenaries.

Prominent Persons

The following individuals are prominent within the Soldier Port community. They are likely to interact with the adventurers.

High Plutarch Mauge

Mauge is a seven foot tall, extremely thin negro man of imposing demeanor. He always wears fine robes and is always accompanied by at least three of the Threespears, his elite guards.

He has demonstrated only passing interest in the local women, never taking one to his tower for more than a week.

He pays his mercenaries fairly (2 pennies per day, plus room and board), but realizes that this does not ensure their loyalty. His threespear guards keep them in line, and are always on guard at his tower.

The Threespears

These elite guardsmen are all of the same tall negro stock as is Mauge. Ten originally came with Mauge, but only eight remain. Experience has proved that they are all loyal unto death to Mauge.

They do not speak much, and wear no armor. Everyone knows that they have some sort of sorcerous protection. The threespears are Mauge's

power base—because of them his other mercenaries never even think about trying to kill Mauge and steal his enormous wealth.

The Threespears are Mauge's only personal servants and tend to his needs as well as acting as bodyguards.

Gladstone

Gladstone is Mauge's sorcerer and so is dreaded and feared throughout the town. He is rarely seen, and always goes about robed and cowed. No one except Mauge and the Threespears ever see his face. He is very short, and his limbs and legs are weirdly deformed—doubtless, whisper the townsfolk, because of his devotion to evil demons and his personal sacrifices to his blood-sucking familiars.

Manscher Boldbuster

Manscher is the head of Mauge's regular mercenaries. He is a tall man with a thick black beard. He has married a native girl and settled down. He probably will not go back to the mainland with Mauge when the plutarch has finally attained the level of wealth he needs.

Manscher is not a bad mercenary leader, but he does not inspire his troops to dynamic loyalty. Perhaps Mauge does not want that in his captain.

Nann Jannejoy and Magajette Henie

These two women belong to the civilized world's oldest profession. They are both still fairly young, and are moderately pretty. Nann is a brown-skinned Zaring/Outlander halfbreed who grew up in Soldier Port, while Magajette came to Zarland about seven years ago and soon became Nann's partner.

They live in a small house in town, but do not perform any of their business there. Instead, they come aboard ships or right into the soldier's barracks to service their customers. Each charges 4 pennies per half-hour—1/6 of which goes to Mauge.

Bradskullr Orinblath

This man runs the Number One Inn, Soldier Port's biggest inn and tavern, and the one with the best liquor and imported booze. The Number One Inn is directly owned by Mauge and all its profits go to swell his coffers. Bradskullr is a pompous fellow who enjoys working in such an important position for the "great man." He is well-paid and a fine barkeep. He may be the happiest man in town.

Torath Manover

Torath Manover is the high priest of Aeolus, God of the Wind. He is approximately 40 years old and an outlander by birth. He entered the cult and attained his status after a long, arduous struggle, during which he failed to endear himself to the ruling priest of Aeolus. For this reason he left his

hometown, and has taken up shop in this forsaken place. He is intelligent, and is good-looking in a rough way. He dresses immaculately, but not flashily. Honest and straightforward, he occasionally is haughty towards strangers. He frequently travels around the land.

Points and Places of Soldier Port

1) Bad Beach

Fishermen and poor traders keep their boats here. No guards are provided by the boat owners, and there are no taxes or boating fees. The beach is rocky, rough, and steep in spots. Boats longer than 10-15 meters cannot be beached here without serious danger of tearing out their bellies.

2) Smallville

This little cluster of buildings is inhabited by fishermen and swineherds. Every morning the fishermen head towards Bad Beach to shove off and begin their day's fishing, and the swineherds go north to tend their pigs. Nothing here is taxed by Mauge, but no buying or selling beyond household borrowing is permitted. No business institutes are allowed here, and the inhabitants must sell their wares in the Market.

3) Orange Hill

This little prominence unofficially marks the boundary between Bad Beach and Fine Beach. A small cluster of imported orange trees grow on its slopes, planted by Mauge many years back. The fruit is all reserved for Mauge himself, and anyone trying to harvest it is beaten. However, children or vagrants taking a couple of fruits for lunch are not molested.

4) Fine Beach

This is a good smooth gravel beach, where most trading ships pull up, and where Mauge's small coastal fleet beaches. Some of Mauge's hired mercenaries are on duty here at all times to watch the ships and keep children from playing on them.

Mauge charges beached ships 1 silver penny per ton of cargo capacity per day. Ships in arrears are confiscated by Mauge's mercenaries.

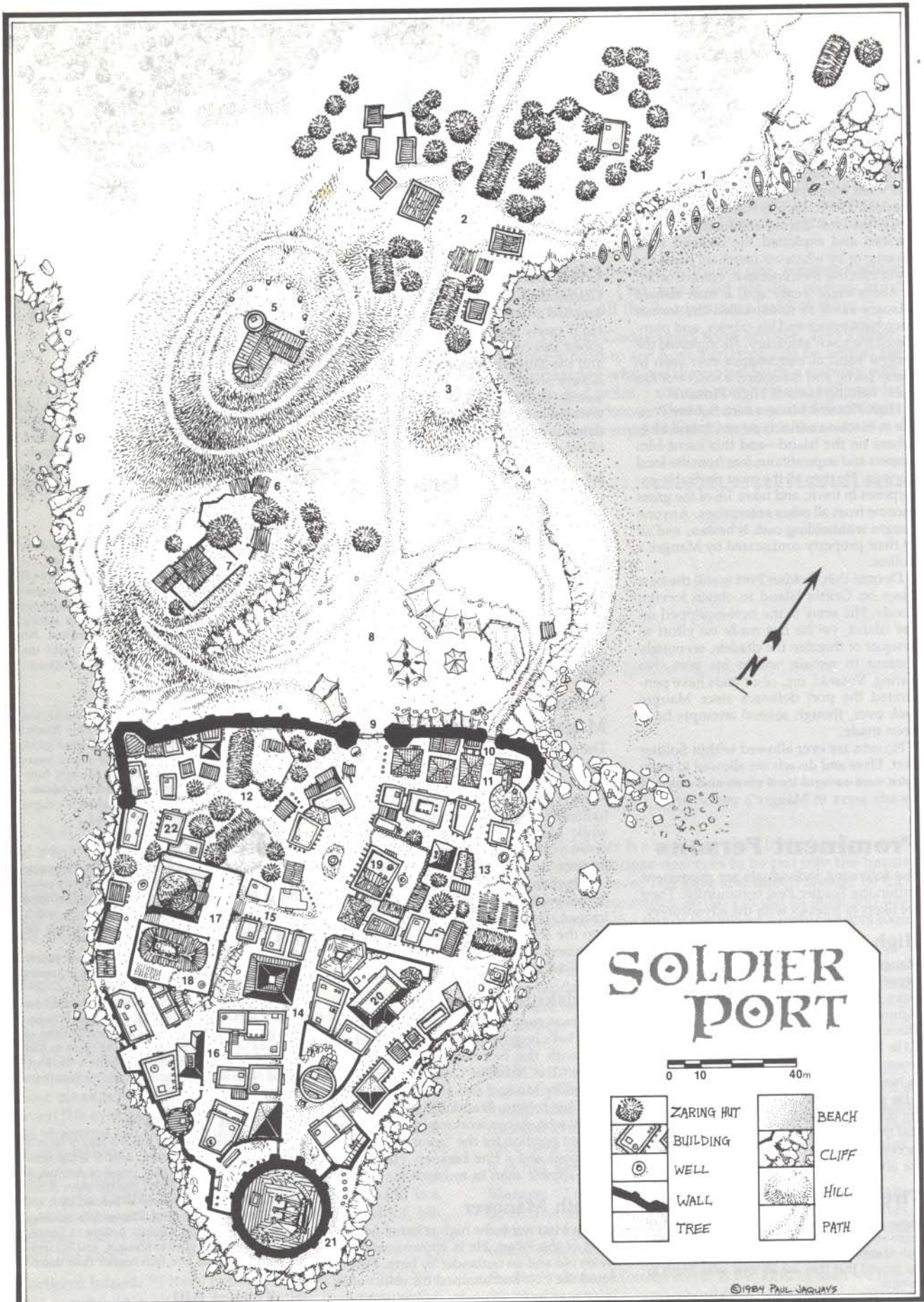
The guard shack shown on the map houses the current captain of the watch. It is his job to ensure payment from all ships for the privilege of beaching, and to direct non-paying ships to Bad Beach. If raiders or pirates land (which has happened twice since Mauge came), he must run back to the citadel and get help.

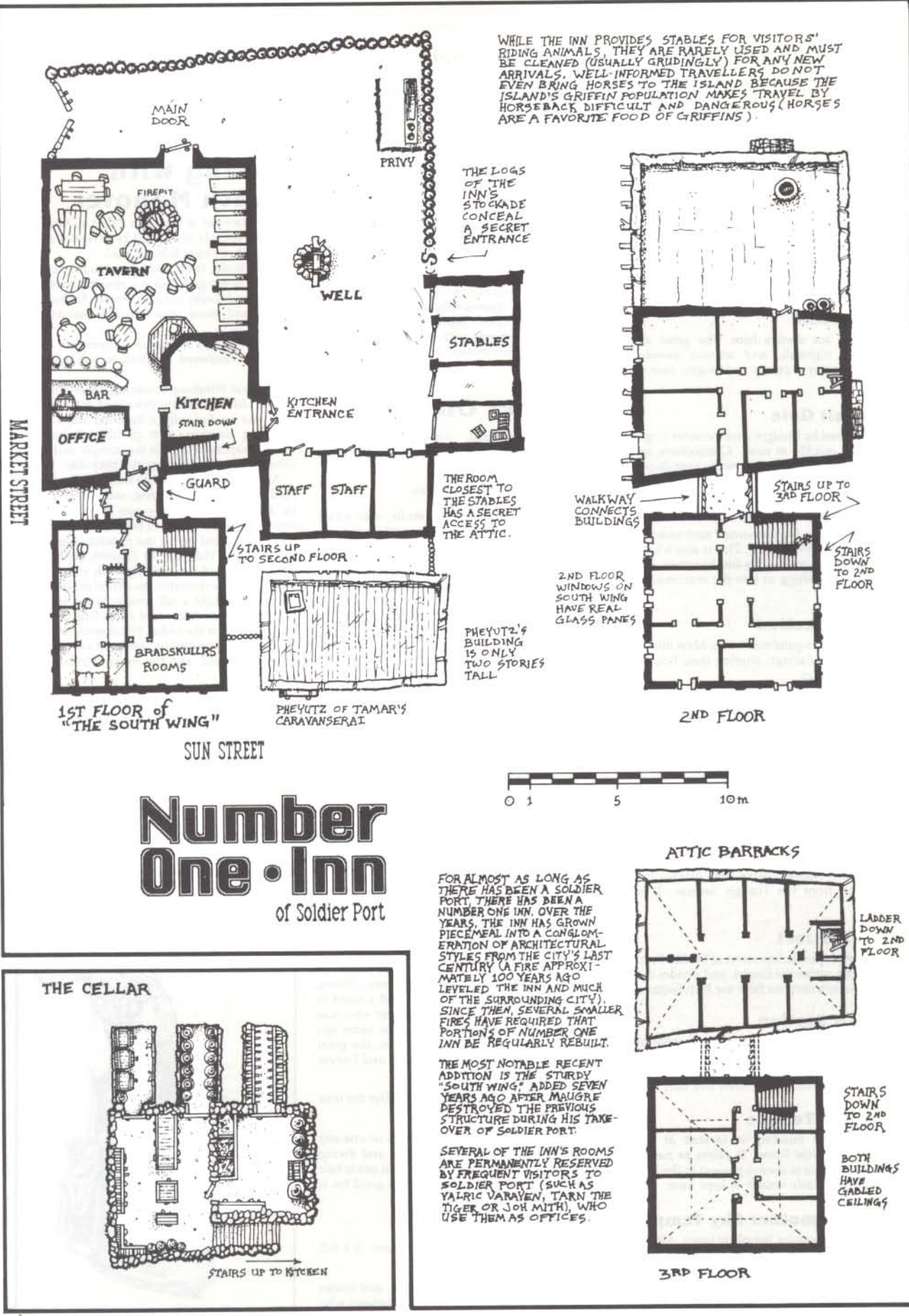
5) Storm Mountain

This tall and rather steep hill is a far cry from a mountain, despite its name. Atop it is the temple run by Torath Manover, priest of Aeolus. A spiral gravel path is cut into the sides of the hill. Many of the foreigners of Soldier Port are Aeolans and worship here. The temple qualifies as a Major Temple to Aeolus. A sixth of Torath Manover's income goes to Mauge, and his temple prices are thus one fifth higher than usual.

6) Kennel Hill

This wide and low hill holds several of the ramshackle huts of Zaring hunters. A somewhat





larger hut stands near the top of the hill which contains a shrine for Votanki and Zutchko. To the southeast of the hill is a bluff called Dog Cliff. On special days, dead dogs are thrown off the hill as an oracle. They are then flayed and their bones inspected. The bones broken in the fall indicate the future in various obscure ways.

7) The Kennel

Visiting natives can house their hounds here. In addition, some of the building's owners breed their own hounds here. This is a large structure, and different parts of it are owned by different people.

8) The Market

Most trading, buying, and selling takes place here. Once a week, the hunters, swineherds, and fishermen gather here to trade. Merchant captains set up shop here as well.

9) Main Gate

Eight guards are always here. The gates are closed after nightfall, and anyone passing through must pay a penny to Maugre, care of the guards.

10) Small Gate

This gate is used by Maugre's mercenaries to get to the beach quickly at need. Commoners are never allowed through. It is normally kept closed and guarded.

11) Soldier's House

This is the barracks for unmarried mercenaries. Married soldiers live in town. This is also where Manscher Boldbuster has his headquarters and where anyone wishing to join the mercenaries must go.

12) Poor Section

This part of town is quite run down. Most inhabitants are native Zarings, sharing their houses with dogs and pigs.

13) Traders Section

This part of town is full of huts and shops. A night watch keeps an eye on the wealthier shops and the proximity of the Soldier's House doubtless deters many potential burglars.

14) Market Street

This is one of the two permanent streets of Soldier Port. It leads directly from the main gate to the door to the Round Tower, and divides the Poor Section from the Traders Section. It is unpaved.

15) Sun Street

This is the other permanent street of Soldier Port. It cuts directly across the citadel, and divides the Poor and Traders Sections from the Rich Section.

16) Rich Section

This is full of fancy buildings, though most of the inhabitants are not rich by any standard but Votanki ones. Most of the permanent merchants, priests, and married mercenaries live here.

17) Hilme Temple

This unobtrusive building is located at the western end of Sun Street. It caters to native Zarings. An acolyte is always present in the Hilme Temple, but little wealth is kept here.

18) Grandmother Sky Temple

This is the most popular temple in town. All the Zaring women, and many outland women worship here. It is prosperous, but no wealth is stored here. Money not immediately needed for the priestesses or the buildings's upkeep is given away to poor Zarings.

19) The Number One Inn

The best inn in Soldier Port. It is owned by Maugre and run by Bradskullr.

20) Rent-a-Temple

This building is owned by Maugre and is available for instant rental. Rent is 100 pennies, plus 1 penny per worshiper. Maugre has final approval on any cults wishing to worship here, but has not turned any away. (Worshippers of gods such as Redeye or Megaera know better than to hold their rites in the middle of town.) Most customers are ship's crews who worship gods unknown on Griffin Island.

21) Round Tower

This is Maugre's home. The top of the tower has one of the island's most imposing structures—a three-shot ballista which covers the entire bay and helps protect Soldier Port from raiders.

The tower is three-storied. The bottom floor holds the Threespears quarters and entrance hall where Maugre meets with important folk. The second and third stories are Maugre's private quarters.

Number One Inn

Ambience: Crowded, with patrons divided between convivial company and brooding loners.

Overseer: Bradskullr Orinblath.

Workers: Four wives of Bradskullr, with a half dozen children to clean, carry, and sweep.

Regular Partons: Mercenaries, ship keepers, visiting seamen, hunters, and pig-keepers all mingle.

Favored Drink: A variety of imported wines and whiskies are available, ranging from good quality to poor.

Hostelry Prices: Normal plus 15%.

Bradskullr Orinblath

Innkeeper of Number One Inn

Met At: Soldier Port, Number One Inn.

Description: short, bald, smiling, jovial ("ho ho"), and pompous ("I work directly for the Great Man, you know").

Information

Aigonius Windsword: "Of course, everybody here knows about him. He founded that temple to Aeolus right out there. He found a mountain of gold that the orcs stole. He's a great hero. Ask the High Priest about him."

Dwarf: "Had some eat right here. Never touched a drop of liquor. Never said a word to anyone except a skinny hunting brat who was translator or something. About eight years ago it was. I sent word right to my lord, the great man of the tower. He sent for them, and I never saw them again. (ho ho)."

Elves: "Shy things, maybe extinct after the orcs moved into the hills."

Griffins: "Crazy monsters, up to do no one any good. Sometimes they come flying and diving right here into town to get horses. No one is safe from them. The only thing they are good for is to cut up and export."

Nidik: "A fine place, I hear."

Northern Island: "No one goes there. It's full of monsters."

Ockless: "No one goes there either, and comes out alive. It is ruled by a madman sorcerer who is possessed by a dead orc."

Orcs: "Creepy things, who don't come here—about at all, thanks to my great lord and his men."

Past History: "Everything is better since my lord Maugre came and set things aright."

Slarges: "One of the monsters of the north. The north is full of monsters." (ho ho).

Surlt: "A fine place, I hear."

Talking With Torath Manover

Torath Manover is the High Priest of Aeolus in Soldier Port. He is assisted by several acolytes, and another priest lives in Surlt.

Torath is old, tired, and bitter. His life has been devoted to his god, but his rewards have been meager and Torath is disappointed. But he is still devout and pious, and faithfully performs his duties.

Torath is the source of information about Aigonius Windsword. If asked, he will relate this tale:

"Aigonius Windsword was a great and famous hero of old. He came to this island to free it from orcs, and landed with a hundred ships full of gleaming warriors with polished helms and sharp weapons. He built this temple and established November First as the holy day.

"Aigonius was victor at the battles of Banskartch Ford, Surlt, Harkanos Forest, and Ockless, where he single-handedly slew two hundred twenty two orcs. His army hurled the enemy out of Ockless forever, and he set the rightful king on the throne. Later Halcyon Var Enkorth, an evil sorcerer, corrupted the dynasty with evil.

"Aigonius also founded the citadel of Nidik, and planned to build a tall temple to his god. But before he began it he went off to Griffin Mountain in search of the fabled Windberries. He never returned, and robbed us forever of his presence, his hidden gold, and the magic Windsword."



RuneQuest

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Combat - the rules for handling combat man-to-man - or man-to-beast!

Skills - details of the varying skills and abilities each unique character may learn.

The World - rules for developing the realism of the world around you.

Creatures - varied and exciting creatures, with detailed descriptions and complete stats.

Magic - the three forms of magic that bring the fantastic into reality.



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Roleplaying Adventure into a Japanese setting. You will find information about the adventuring background, and the necessary changes to the rules covering magic, combat (introducing rules for Japanese weapons and armour) and skills.

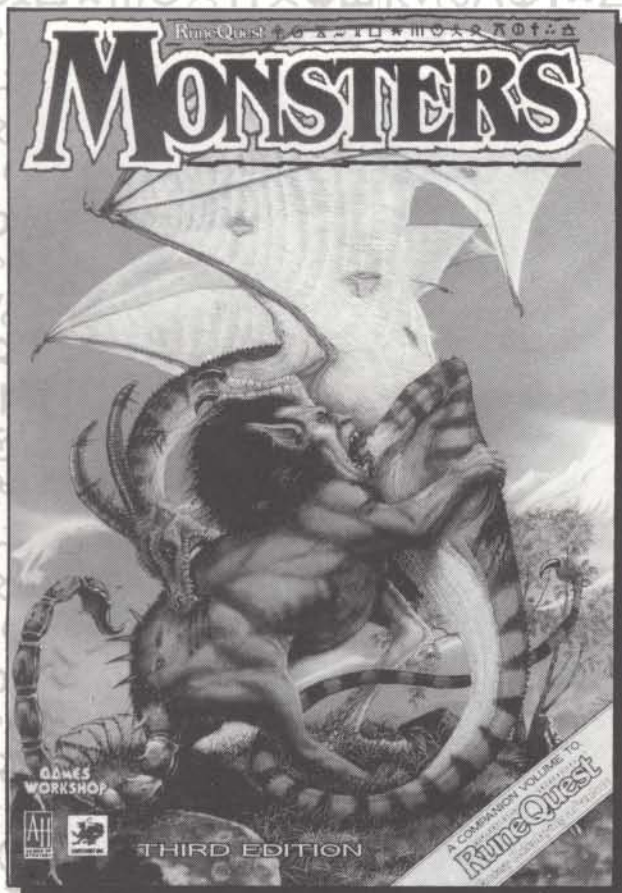
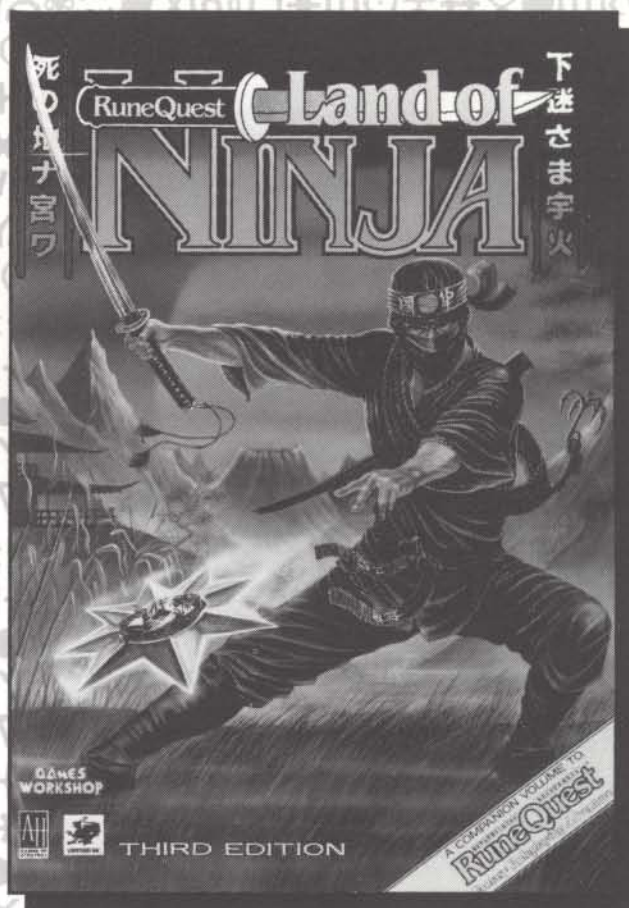
Two brand new ideas add flavour that makes *Land of Ninja* a unique setting. The 'Honour' system restricts the actions of the characters, so that they perform in true samurai spirit. The GM awards positive or negative HON points, and the score is used as a base for interaction with NPCs. Being recognised in a new town, asking for a favour from a lord, getting training from a renowned master - all these are subject to a successful HON roll.

With the Ki magic system, characters tap the inner power of the individual. It focuses on the belief that the most effective action is one performed in a single surge of force after much preparation. As characters start becoming exceptional with certain ordinary skills (getting them above the 90% mark), they develop parallel Ki skills. Characters can expend a magic point or a point of POW, perhaps perform a Ceremony, and then carry out amazing actions, such as throwing a string of shuriken or climbing sheer walls. These super skills allow a character to behave more like a movie version of a Japanese warrior than the ordinary game, so watch out!

The adventure shows exactly what roleplaying in Nihon is supposed to be about, with plenty of chances for ritual suicide when things go amiss.

Wear the two swords! Be at one with the universe!! Act honourably in all things!

Adventure in the Land of Ninja



95 creatures lie in wait in *RuneQuest Monsters*, the third in the series of Games Workshop's enormously popular edition of the *RuneQuest Fantasy Roleplaying Adventure* game. You will find friends and foes; humans and non-humans (and not-even-close-to-humans); creatures of lore and myth, and horrific creatures that could only exist in the world of *RuneQuest*.

Featuring over 120 illustrations, many in full colour, with almost every creature shown, *RuneQuest Monsters* has one other important innovation. Many of the creatures are presented not only as a set of rules for the generation of a specific monster, but with an example of the creature ready for play! There are 16 pages of human NPC's alone! Never before has a monster volume been so useful!

Featuring monsters from the Glorantha mythos:
The Jack o' Bear, the Walktapus, and the malevolent Broo.

Creatures from Earth's oldest legends:
The Vampire, the Werewolf, and the Mummy.

Creatures from the deepest oceans:
The Whale, the Octopus, and the Shark.

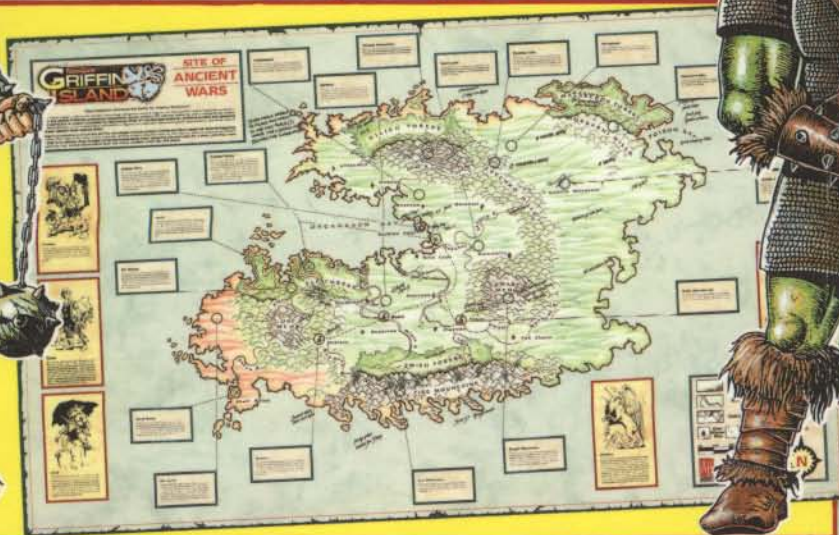
Creatures that rule the land:
The Elephant, the Tiger, and the Python.

Creatures from a time before time:
The Brontosaurus, the Plesiosaur, and the Behemoth!

Possession of RuneQuest Fantasy Roleplaying Adventure is necessary to use the contents of this volume. Possession of Advanced RuneQuest will also be beneficial.

RuneQuest GRIFFIN ISLAND

A Companion Volume to
RuneQuest Fantasy Roleplaying Adventure



"A full century ago, Aigonius Windsword set foot upon the Griffin Island. His ship had circumnavigated the isle. Now, he journeyed into the interior, and found the many Citadels that existed there, and discovered the orcs, dwarfs and elves who lived there. And, as he journeyed, he drew a fine map, detailing all he saw. All the places he visited were depicted there, and he wrote detailed notes of all he had heard existed elsewhere... including much treasure."

And now, brave adventurer, that map is in your possession, and you have arrived at Soldier Port. What glory and adventure will you find there?

Griffin Island is a complete adventure package for the *RuneQuest Fantasy Roleplaying Adventure* game. Inside this volume you will find:

- * a large, full-colour players' map
- * 32 pages of players' hand-outs
- * ten mid-length scenarios and innumerable scenario suggestions, ideas, encounters and characters to provide hours of gaming as the players explore the island and uncover its darker secrets.



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4517 Harford Road,
Baltimore, MD 21214,
USA



ISBN: 1 869893 32 8
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COVER ART: Angus Fieldhouse

seen it and no one has ever visited it and returned.



Dwarfs

Dwarfs are rarely seen outside their own settlements, which are thoroughly hidden. They hate elves for unspecified "ancient troubles," and will refuse to discuss these any further. Details of dwarfish lifestyle are scant, but, except for the orcs, they are the only native metal-workers. The occasional rare items found are exorbitantly beautiful.

Vidik (abandoned)

This citadel, built by a son of Zar, was recently destroyed in a war against giants, who tore down its immense walls and ate the inhabitants.



Griffins

Griffins are the largest carnivores of the open tundra. Upon powerful wings they scan the whole of the island. They find horse meat to be a particular delicacy, followed closely by human flesh. Humans, in turn, have hunted griffins for their glossy fur and gleaming feathers, which are exported in great quantities. The natives know a method of harming a particular griffin bone to restore magical power. Thus humans and griffins have warred since their origins, never knowing

Dwarf Mountains

These mountains are peculiarly shaped, cut away by dwarf inhabitants who used the rock and minerals to create a vast underground city never visited by humans. Though their constructions are visible, the dwarfs themselves are shy and rarely seen.

Fire Mountains

Throughout the area live volcanoes constantly burn and smoke. Earthquakes shake the land, and only mountain goats and griffins are considered inhabitants.



Forest



River



Volcano



City



100 KM



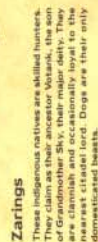
GAMES WORKSHOP



SITE OF ANCIENT WARS

This island enjoys a pleasant climate consisting, along the coastal regions, of mild winters and temperate summers. Only the central highlands experience occasionally severe winters. Of volcanic origin, its soil is excellent for native wild plants but is utterly unsuitable for agriculture. Most of the populace exists by primitive hunting and gathering methods. Metal is a rare commodity and modern religions are unknown. Abundant griffin populations commonly attack herds, keeping most natives afraid.

indigenous populations of humans, griffins, and slargies maintain ancient rivalries and have waged war since the beginning of time. One side or the other is occasionally aided or hindered by the elves or the dwarfs, who usually remain hidden in their own regions. Orcs invaded human-controlled lands many centuries ago and ruled for a time, until they were ousted by Zar, whose descendants built the titanic citadels which dot the island.



Burnt ruins mark the sites of several old trading posts whose names are no longer remembered. The low coastal landscape prevented these posts from taking the advantage of any natural geographic defenses, and the sites were constantly raided by humans, elves and orcs seeking heroic death or treasure. Now occasional fishermen stay here, but no permanent residents remain.

This fortress was built about 100 years ago to replace the dilapidated trading posts at the river mouths which were constantly harassed by raiders. Its ruler, called the High Plutarch, controls a small fleet of coastal vessels which carry warriors to impose tribute upon merchants, and which also serve as sea and river transports.

The ruling Gadarigar dynasty imported domestic pigs in such profusion that they provided quantities of food to support the many citizens. The rulers are descendants of Zar, whose son built this citadel after the terrible war which overthrew orc domination centuries ago.

The eleven tribes of this dense forest jealously guard their preserve and prevent members of any foreign race intruding, although orcs often raid and griffins are known to hunt there. The forest once covered the entire western portion of the island, but major portions were destroyed by orcs ages ago.

Many important myths of Votank took place here, including the birth of the hero, his meeting with Zutehko, and his invention of theater.

The plains of the central island are named after the Liberator, who drove out the orcs and freed the humans to develop their own culture. Citadels were established to serve as trading centres and strongholds against the occasional orc raids.

Grandmother Sky lay here when she gave birth to Votanik, and pledged the land to be his forever. The wild native hunters still rule in this region, untainted by citadels or orc influences.

SEVEN MAGIC ARROWS
TO PIERCE ANY MAGIC
IN THE HIGH PLACES (?)
WHERE THE LIZARDS
BEWARE THE GUARDIA



Zarings

These indigenous natives are skilled hunters. They claim as their ancestor Voland, the son of a griffin and a Zaring. They are very strong, are cannibalish and occasionally loyal to the nearest citadel lord. Dogs are their only domesticated beasts.



Elves

Commonly referred to as "People of the Woods", elves live in the dense forest, occasionally travelling to other forests to find new homes. They are very intelligent and remember when Voland "came from the dark sea", and their tales tell of the "elves" arriving to destroy us. Elves have all abilities, including the ability to fly. They are the "Evil One". They are secretive and aloof from the affairs of Griffin Island's other races.



Orcs

The earliest recorded history of Griffin Island begins with orc domination of the natives. Based in their once-antennae City of Skulls, the orcs were a powerful and feared people. They were a man-made race, created by the orcs, and are man-made who enslaved all whom they encountered. They were a powerful and feared people by Zar centuries ago, only remnants live a hidden life in the wilderness.

The ruling "Gardens" dynasty imposed domestic rule in such professions that they were not allowed to be involved in any other profession. The rulers are descendants of Zar, whose son built this citadel after the terrible war which overthrew orc domination centuries ago.

Elf Woods

The dense tribes of this dense forest jealously guard their land and are known to attack any foreign race intruding, although orcs often raid and griffins are known to hunt there. The orcs once covered the entire western portion of the island, but were driven out and destroyed by orcs ages ago.

Skull Ruins

Extensive ruins mark the haunted remains of the orc city which once held the island in slavery and sent fleets of pirates to harass the world. The ruins are said to be haunted by the ghosts of the dead residents who were bound forever by a terrible guardian demon.

Orc Land

Once a rich hunting ground for the natives, the region is now dominated by orcs. It has been a source of food and shelter for the orcs, sought to build citadels, but have been thoroughly prevented from doing so by the armies sent by the orcs. The orcs have been driven from the mountains, but never been enslaved by humans, but is thick with griffins.

Ockless

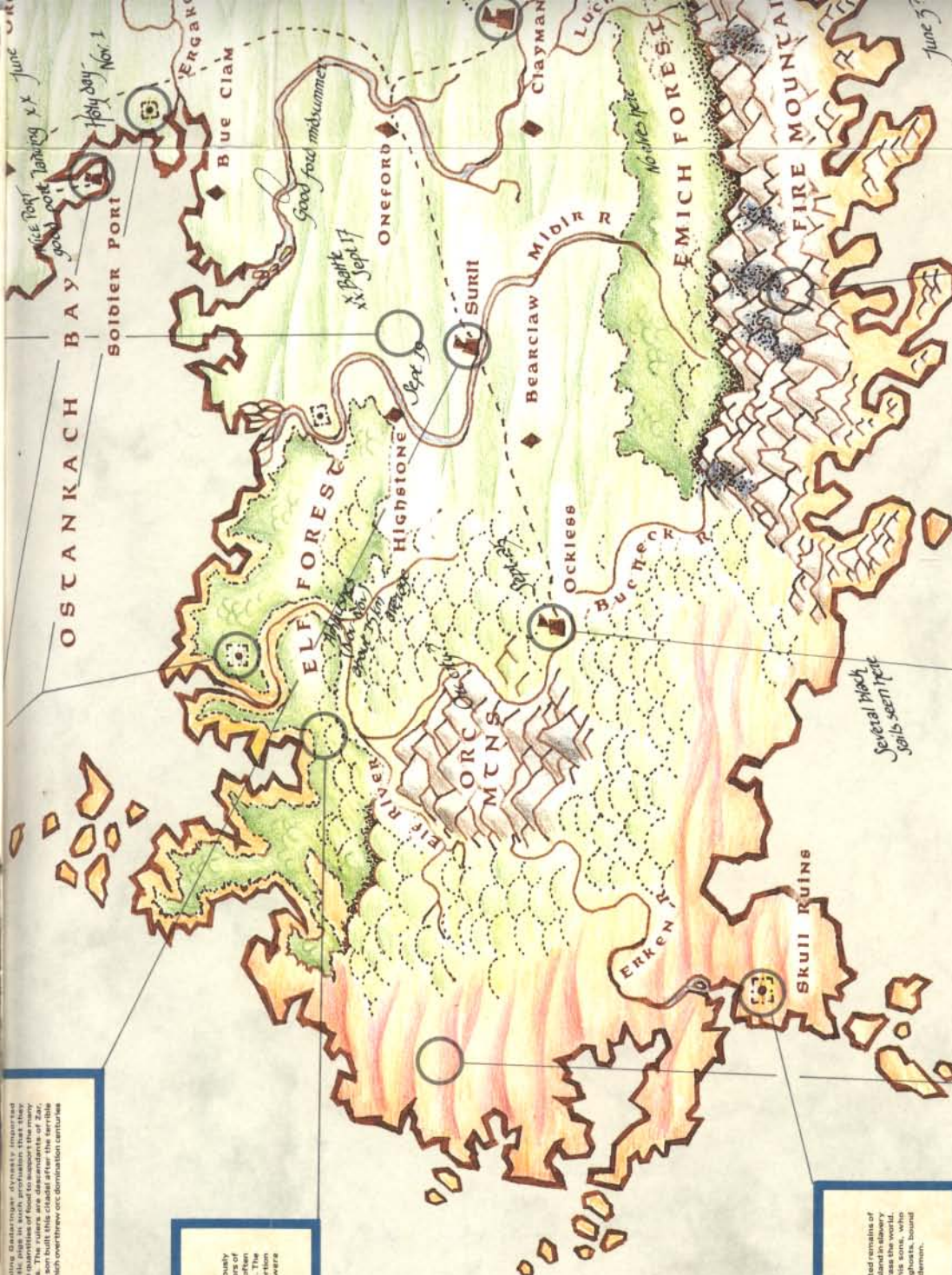
An ancient citadel built by a son of Zar, the citadel is a stronghold against the orcs who harass and raid the nearby hunters. Its ruling army pattern into the wilderness to suppress the orcs.

Several black
goats seen here

Smoke pillar
visible for 3 days

Fire Mountains

Throughout the area the volcanoes constantly erupt, and the orcs have been driven from the mountains and only mountain goats and griffins are regular inhabitants.



RuneQuest GRIFFIN ISLAND

SITE OF ANCIENT WARS

Map created by Malastros the Scribe for Aigonus Windword.

This island enjoys a pleasant climate consisting, along the coastal regions, of mild winters and temperate summers. Only the central highlands experience occasionally severe winters. Of volcanic origin, its soil is excellent for native wild plants but is utterly unsuitable for agriculture. Most of the populace exists by primitive hunting and gathering method. Metal is a rare commodity and modern religions are unknown. Abundant griffin populations commonly attack horses, keeping most natives afoot.

Indigenous populations of humans, griffins, and slarges maintain ancient rivalries and have waged war since the beginning of time. One side or the other is occasionally aided or hindered by the elves or the dwarves, who usually remain hidden in their own regions. Orcs invaded human-controlled lands many centuries ago and ruled for a time, until they were ousted by Zar, whose descendants built the titanic citadels which dot the island.



Zarings
These indigenous natives are skilled hunters. They claim as their ancestor Votank, the son of Grandmother Sky, their major deity. They are clanish and occasionally loyal to the nearest citadel lord. Dogs are their only domesticated beasts.



Elves
Commonly referred to as "People of the Woods", elves live in the dense forest, occasionally travelling to other forests to find special plants and animals. They claim to remember when Votank "came from the dark sea", and they relate stories "of the orcs' arrival to destroy us". Elves hate all dwarves, calling them "warped root-elves changed by the Evil One". They are secretive and aloof from the affairs of Griffin Island's other races.



Orcs
The earliest recorded history of Griffin Island begins with orc domination of the natives. Based in their once-famous City of Skulls, the orcs sent pirate fleets to harass nearby shipping. Hated by all island residents, the orcs are manes that enslaved all whom they encountered. Since their kingdom was crushed by Zar centuries ago, only remnants live a hidden life in the wilderness.

Soldier Port

This fortress was built about 100 years ago to replace the dilapidated trading posts at the river mouth which were constantly harassed by raiders. Its ruler, called the High Plutarch, controls a small fleet of coastal vessels which carry warriors to impose tribute upon merchants, and which also serve as sea and river transports.

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The ruling Gadarinar dynasty imported domestic pigs in such profusion that they provide quantities of food to support the many citizens. The rulers are descendants of Zar, whose son built this citadel after the terrible war which overthrew orc domination centuries ago.

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Skull Ruins

Extensive ruins mark the haunted remains of the orc city which once held the island in slavery and sent fleets of pirates to harass the world. It was destroyed by Zar and his sons, who cursed the dead residents to be ghosts, bound forever by a terrible guardian demon.

Orc Land

Once a rich hunting ground for the natives, the region is now dominated by orc tribes conquered by Zar and his children. They have sought to build cities, but have been thoroughly prevented from doing so by the armies sent by Ockless. The mountainous interior, called Orc Mountains, has never been explored by humans but is thick with griffins.

Votankland

Grandmother Sky lay here when she gave birth to Votank, and pledged the land to be his forever. The wild native hunters still rule in this region, untainted by citadels or orc influences.

Zarland

The plains of the central island are named after Zar the Liberator, who drove out the orcs and freed the humans to develop their own culture. Citadels were established to serve as trading centres and strongholds against the occasional orc raids.

Votank Mountains

Many important myths of Votank took place here, including the birth of the hero, his meeting with Zutchko, and his invention of the atlatl.

Herd Land

The wide plains of the western island are rich in herds, but fierce griffins keep humans from settling there. Details of its topography are largely unknown.

Zutchko Hills

The dog god gave his name to these hills after he fought and killed the Slarge god. Zutchko declared them to be the border between the human and slarge races, though raiding parties of both races have continually crossed over them.

Slargeland

The northwestern part of the island is dominated by slarges. Its geography is unknown.

Mosgarni Hills

These hills are inhabited by slarges. Mosgarni was a giant of the Votank legends who ruled a kingdom of slarges.



Slarges
Of reptilian origin, these subhuman creatures dominate Griffin Island's northeastern region. These beasts use no fire, understand only a rudimentary language, and employ simple tools including clubs, sacks and pit traps. They are carnivorous and devour any flesh with gusto. Laying eggs twice a year which are buried in the dirt, the newly hatched young are left to fend for themselves.

Griffin Mountain

This is a tremendous peak rising precipitously from the surrounding flat plain. Most residents know of it by name and legend, but few have seen it and no one has ever visited it and returned.



Dwarfs

Dwarves are rarely seen outside their own settlements, which are thoroughly hidden. They have eyes for unspoiled "ancient troubles" and will refuse to discuss these any further. Details of dwarfish lifestyle are scant, but, except for the orcs, they are the only native metal-workers. The occasional rare items found are exquisitely beautiful.

	Forest		Hills
	River		Coast
	Volcano		Mountains
	Clan Winter Site		Road
	City		Ruin

0 25 50 100 KM



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Griffins

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Dwarf Mountains

These mountains are peculiarly shaped, cut away by dwarf inhabitants who used the rock and minerals to create a vast underground city never visited by humans. Though their constructions are visible, the dwarves themselves are shy and rarely seen.

Fire Mountains

Throughout this area live volcanoes constantly burn and smoke. Earthquakes shake the land, and only mountain goats and griffins are regular inhabitants.

Several high sails seen here

Smoke pillar visible for 3 days

June 3? Rough coast

Reports of lake here

Old hill?

3 days repair good trees
Dead fish
Rotten bottom
Avoid smoking water

O MAYBE HERE

O PROBABLY HERE

O HERE

Redbead

Soldier Port

Blue Ciam

Hornmilk

Highstone

ONEFORD

Clayman

Dwarf

Fur Circle

Clayman

Clayman

Clayman

Clayman

Clayman

Clayman

Clayman